
OFFICIAL! THE UK'S BEST-SELLING NINTENDO 64 MAGAZINE
N64 CHRISTMAS 1998
23
The Legend of Zelda: Ocarina of Time • Wipeout 64 • Extreme G 2 • Duke Nukem: Zero Hour • South Park • Win a
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N64
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REVIEWED!
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CHRISTMAS 1998
£2.95
ISSUE 23


NINTENDO64
V-Rally '99. On Nintendo 64.
The all new V-Rally '99 is now on Nintendo 64. And only on Nintendo 64. Twelve official WRC 1998 rally cars battle it out against time and each other on 48 gruelling tracks spread across eight countries. And you can't trust the weather; with erratic conditions and punishing night-time stages. V-Rally '99. On Nintendo 64.
You can't beat it.
"It aces all the other car driving games out there." N64 Magazine – 90%
"It is a game that Nintendo owners have been crying out for." Total Contro
"A fantastic racing game that you should add to your collection." Total 64
"The action in V-Rally is a pure adrenalin rush." N64 Pro – 90%
NINTENDO64
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V-RALLY EDITION 99
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WELCOME TO



At 140 pages N64 Magazine is Britain's biggest and best-selling Nintendo 64 mag; and here's why

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!

Happy Christmas from N64 Magazine!

Well, alright – you're probably reading this in November, but we're an excitable lot here at N64, and we like to start festivities early. Let's face it, if you're an N64 owner you've got a lot of things to celebrate right now. There are so many great games either out, or veeerryy nearly out, for once it's going to be a real struggle deciding what to buy.

One game at the top of everyone's Christmas list is *The Legend of Zelda: Ocarina of Time*. You can read our review starting on page 42, but you'll notice that we've not given it a score. And you'll probably be wondering why.

The truth is, Nintendo haven't made early copies of the game available to *any* of the press. Despite what you might have read elsewhere, you'll be getting your copy of *Zelda* around the same time as all the World's magazines. What Nintendo did organise was an open day for a select few European journalists – us included – to play the game and take screenshots at their European HQ.

Wil travelled over for us, and came back beaming a smile we haven't seen since he first got hold of a copy of *Super Mario 64*. He's decided the game is definitely worth a Star Game ("Iss brilliant" is all he could stutter for quite a while), but to give it an accurate score, he's going to need a whole lot more time with Link and co – time to finish the game in fact. We can't score Star Games that we haven't played to the end so we've decided to do **N64** Magazine's first-ever two-part review.

If you've got money left over after buying *Zelda*, our feature on what to fill your free **N64** Game Rack with should help you decide what other games are worthy of your attention. Oh, and if you turn to page 86, you can win a car. Not bad, eh?

Enjoy the issue!



JAMES ASHTON
EDITOR

GO! GO!

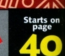
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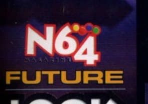
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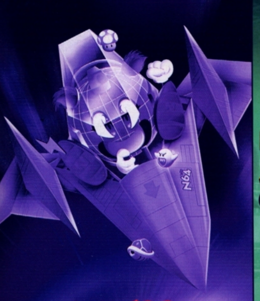
N64 ARENA
UK releases, reviewed, rated... and completed!

Starts on page 40


N64
FUTURE
LOOK







N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18! GO! GO!



DUKE ZERO HO

cruelty to pigs

Dressed to kill

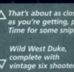
Obviously, during his travels through time, Duke would stand out like a giant psychopath with a piece of heavy artillery in each hand if he didn't dress in the appropriate style. Accordingly, Eurocom have supplied Duke with a selection of excellent outfits to help him blend in with the scenery. The locals would never have guessed he'd been there if it weren't for the fact that their homes were all completely trashed!



It's fun to stay at the YMCA! Meet Wild West Duke (butch & camp), Combat Duke (rugged & tough, but with a sensitive side), Nuke Duke (steroid addict), and Gent Duke (effeminate but hard).



Duke expresses displeasure at the gloomy architecture.



That's about as close as you're getting, pal. Time for some sniping.



Wild West Duke, complete with vintage six shooter.

Ivory-tinkling action in Duke's Phil Collins mode.

NUKEM UR

Duke Nukem: Zero Hour
GT INTERACTIVE
March
1-4
UK release March





C'mon and get your lumps. Form an orderly queue!



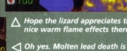
The Victorian epic, Zombie by Gaslight.



"I'll take this one, chef." Duke picks out something tasty.

Hope the lizard appreciates the nice warm flame effects there.





Oh yes. Molten lead death is yours, alien slimeballs. Eat pain!



Four player killing action in hi-res.

Dukematch

The four-player deathmatch mode was the best thing about the first Duke Nukem game, and the same thing is true about Zero Hour. The nine levels – including a unique frictionless ice arena – have been specially tweaked to make it easier to find your opponents, so there is a lot less aimless wandering around and a lot more killing. You can play as any of the human-shaped enemies from the game, including all of Duke's snappy outfits and some special secret 'skins'.

You are Duke Nukem, gun-toting, pig-shooting superstar. Your 21-level mission is to travel through time, blowing away alien scum leaving nothing behind but a dirty great trail of corpses and blood stains. And you're going to really enjoy doing it.

Duke's new third-person view hasn't affected the way the game plays – in fact, it works exactly like a traditional *Doom*-style blaster. Duke's Lara Croft pretensions are limited to a simple fixed-height jump, and there are no fiddly moves to get in the way of the all-out shooting action. The Dukester's manly figure is only visible on screen for cosmetic purposes, to help distinguish *Zero Hour* from the official sequel to *Duke Nukem* on the PC, which *is* a first-person game.

It works well though, thanks to the excellent camera system. When Duke stands close to a wall the camera zooms in behind his transparent head just like in *Mission: Impossible*. The view switches to first-person when using the sniper rifle (which makes a disgusting mess on the walls), and there may well be a cheat to let you play the entire game using that view.

Duke's famous sense of humour is present throughout *Zero Hour*. The post apocalyptic city levels are filled with posters poking fun at various N64 games, some of which may be chopped a little by Nintendo's censors, and Duke can be heard muttering words of wisdom whenever he picks up an item ("Fresh hardware"), shoots a Pig Cop ("Who wants some"), gets hit ("Just a flesh wound"), or whenever he just feels like chatting. We particularly liked the way he muttered "Touch me again and I'll kill you," shortly after blowing a zombie's legs off with a shotgun. A man of action.

Zero Hour's graphics are very impressive, especially when using the memory expansion pak to enable the hi-res mode. The London levels have a realistic smog effect which conceals Pig Cops in top hats and in the rest of the game there's no fogging at all, no pop-up, and a view stretching off into the distance. The monsters are 3D models instead of the original *Duke Nukem*'s cardboard sprites, and it's possible to shoot a wide variety of bits off them using the game's 30-odd weapons. More as we get it.

TO BE CONTINUED... *Zero Hour* is due for release next March, on a whopping 256M cart.

FIRST EVER LOOK AT BOSS' BRILLIANT GRAN TURISMO BEATER



Ah, now we know why they've been so quiet. A year on from *Top Gear Rally*, there's been few signs that the team behind the N64's first truly excellent arcade racer were busy working on a follow-up. The reason? Technically, they *weren't*.

Instead, the *TGR* team at Boss spent half a year trying to figure out what made PlayStation racer *Gran Turismo* so good and then the next six months formulating a response on the N64. And, after rebuilding the *Top Gear Rally* engine from scratch, the result is this.

GT World Tour is team-based racing – *like GT 64* – but with the emphasis – *like Gran Turismo* – on real-life cars. The fact that you're hammering around in BMWs, Dodge Vipers, Porsche 944s and Jaguar XJR15s (recently called "the worst handling car of all time" on Top Gear so, you know, don't expect *too* much from that one) is, far and away, the most important thing as far as the game is concerned. Each car is specially souped-up for the GT contest and each will handle differently and *exactly* like its real-life equivalent. Presumably, then, the XJR15 will be like driving a sizeable brick.

The game will run in widescreen. Hence the shape of these shots.

Look at the detail on the environments. Yum.

Crashes aplenty. Just look at the bonnet.

Windmills. Drive straight through them. Maybe.

GT World Tour
BOSS GAMES/MIDWAY
March '99 — 1/2
UK release March '99

GT WORLD
wheeling fine

The number of vehicles is certain to rise from the four we've seen so far – expect a Nissan Skyline (among others) to be added to the roster – and, once you've chosen your racing team, you can also begin to choose the sponsors and individual decals of the car. Nice.

Tracks-wise, things aren't too shabby either. There'll be ten licensed tracks to choose from – locations, as yet, unspecified – scattered around the world (instead of centralised entirely in Japan, like *GT 64*). So far, we've seen the snowy backgrounds of an Alpine-style village, the neon glitter of a city and the windmills of mid-America. There will, however, be a healthy spadeful of the more standard track-based courses found in *Gran Turismo* as well as a secret selection of both tracks and cars to race around them in. Lamborghinis, anyone?

Technically, the game is nothing short of astonishing. A version currently running at Boss has *eight* cars on screen *at the same time* (with no drop in frame rate at all) and, although they claim not to have even *seen* a 4Mb Expansion Pak, the game does still boast a high-res mode, which, at the moment, only runs in letterbox format. However, Boss admitted to **N64** that they are *definitely* considering the possibility of making the game pak-compatible. Which would obviously help the tracks no end, as well as the lighting, which already includes some brilliant features, including super-detailed car reflections.

With *F1 World GP* and *V-Rally* already doing the business with some aplomb and Snowblind's *Top Gear Overdrive* coming along nicely, the addition of the potentially staggering *GT World Tour* should finally ensure some firm competition for places. Ooooh, it's exciting...

Two you, two me

Two-player track tussling? *GT World Tour*'s your next stop, then...

Boss' two-player mode in TGR was, being kind, a tad unconvincing. Being slightly less kind, it was utterly tedious. It was just so sloooow, even in the fastest cars. Similarly, Lamborghini's four-player was fulsomely dull while V-Rally's two-player was a yawn-fest.

Which might mean that the sight of a two-player mode in World Tour doesn't fill you full of joy. But, it should. Graphically, there's no – repeat, no – difference between this and the single-player game. Roadside detail is still incredible, while the backgrounds have no fogging at all to disguise them. More importantly, the speed is right up there with the one-player. Okay, so it's not... quite... as... quick... but it certainly leaves its predecessor, and current competitors, embarrassingly kangaroo hopping away from the start line. Hooray!



△ Scraps to the death with a mate at your side. Kill him!

◁ Vertical or horizontal splits. It's your choice.



◁ This Boss-sponsored Mercedes goes wrong.

△ Las Vegas in widescreen. You can't say fairer.

Porsches. ▷ Stick your foot down.

Scrap it out in America's crime capital. Then, get ▽ mugged.

TOUR

TO BE CONTINUED... We'll have a full playtest of *GT World Tour* early next year. Ohyes.



FIRST LOOK AT THE WORLD CUP WONDERKID, COURTESY OF EIDOS

△ The keeper's obviously got a gammy leg, so he can't take the kick.

△ The players all look the same in this early version of the game.

◁ Oooh. Ghosted past him like he wasn't even there.

We all love Michael Owen, and not simply because he looks exactly like Tim. We love him because he's the best footballer in the country, despite his slightly bulbous skull, and he represents England's only (slim) chance of ever making it past the second round of another world cup. But how will he cope with the pressure of taking on the all-conquering *ISS '98* in the heated atmosphere of the N64 football game market?

Fortunately *Michael Owen's World League Soccer* comes with as big a reputation as the man himself, with the PlayStation version being widely hailed as the best football game on the system. The competition is a tad tougher on the N64, mind, but *WLS99* is far from being a straight conversion of the original. For starters, the graphics have been tarted up beyond all recognition, and the game runs in pin-sharp hi-res mode, with player models much more realistic than the PlayStation version, in terms of animation and detail. The players are all coated with soft-skinned texture maps, a technique previously used to make Acclaim's *WWF Warzone* and *All Star Baseball*, amongst others, so convincingly solid.

Apart from the graphics, the fact that *WLS99* will include an almost *FIFA*esque array of real teams and players is a good reason to look forward to this – there are more than 200 different teams from the top European leagues, including most of the national sides, all with up-to-date squads. The leagues can be customised, so Spurs fans can finally see what would happen if their team ever qualified for the Champions' League (a 6-0 home tonking at the hands of Brondby, no doubt).

To make sure the gameplay is up to the *ISS '98* test, the development team at Silicon Dreams have included a new set of skills and special moves – a total of 23 of them, in fact – and the artificial intelligence has been revamped to take advantage of the extra processing power offered by the N64.

Commentary is supplied by Peter Brackley and Ray Wilkins, so the mute button on TV remote controls around the nation looks set to be pressed into heavy action when *World League Soccer 99* is released next April.

MICHAEL O WORLD LEAG

boy wonder





△ Three across the back there, and no attackers to cover.

▽ The boy Weaver displays some incredible ball skills.

△ Doesn't look too nice at the moment, but this is a very early version.

◁ Someone's been made to look a monkey by the skilful South American defender.

△ A bit of set piece action to get the pulse racing.

◁ Lesson number one: Always keep your eyes on the ball.

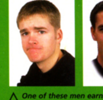
One of the Brazilians takes a cheeky little dive. ▷

◁ "Get on the end of that one, Ronnie!" A good long ball is a smart tactic.

Separated at birth

Tim's used to it now. At first he couldn't understand why crowds of small children followed him everywhere he went, asking him what it was like to play in the world cup – "It's okay, but not half as good as *ISS '98*," was his usual reply. It was only when one of said youngsters stamped on his foot and yelled "You're not really Michael Owen! You're just that horrible Michael Owen impersonator from N64 Magazine. I hate you!" that Tim finally cottoned on.

He's currently available for public appearances and supermarket openings at a fraction of the cost of the real thing. Just don't tell the kids.



△ One of these men earns £20,000 a week. One of them doesn't.

World League Soccer 99
EIDOS
April '99 | 1-4
US release TBA

…WEN'S …UE SOCCER 99

TASTE THE

"BY FAR THE BEST BEAT'EM UP ON THE N64!"

94%

Total 64 Magazine – Top Banana Award

"A game that no N64 owner should be without."
"By far the best beat'em-up on the N64 with unmatched multiplayer action!"
"A wrestling fan's dream."
"Takes WWF Warzone into the ring and teaches it how to REALLY wrestle."

TOTAL 64 TOP BANANA

90%

Official Nintendo Magazine – Awesome Award

"A top class brute-bashing bonanza... the amount of moves are amazing."
"Wrestling fans NEVER had it so good."

Nintendo OFFICIAL MAGAZINE AWESOME

87%

64 Magazine

"An essential buy!"

OUT NOW



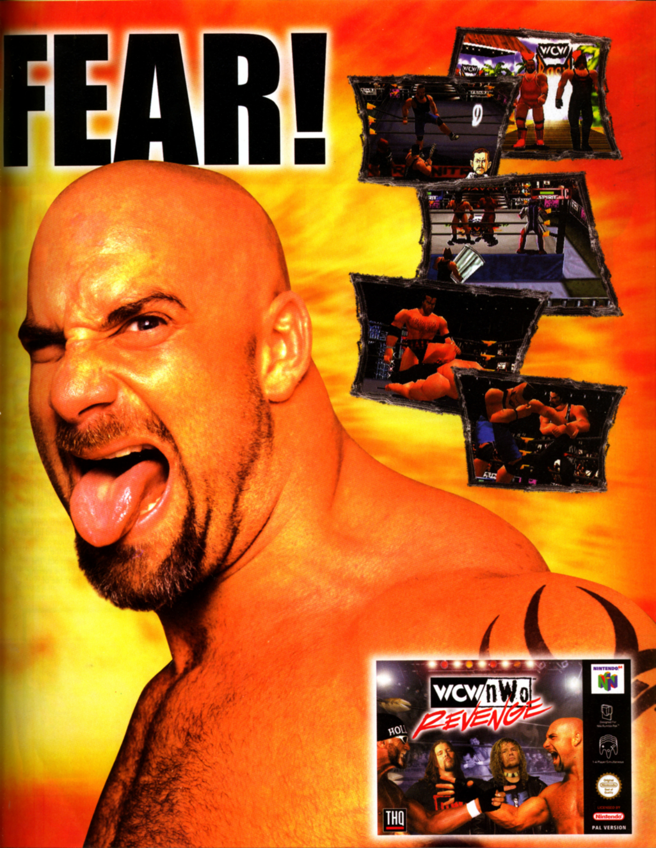


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Nintendo scoop more awards

First BAFTA Interactive Awards honours *GoldenEye*.



On the 29th October, the British Association of Film and Televisual Arts launched a new range of awards designed to reward Britain's ever-expanding interactive entertainment industry. At a prestigious gala dinner held at London's Intercontinental Hotel and attended by all of Britain's most important developers and publishers (and N64 Magazine), *GoldenEye 007* was honoured with the award for the best game of the year.

Beating off competition from the PlayStation's *Abe's Oddysee* and the PC's *V2000* was never going to be too difficult for the N64's premier shoot-'em-up, but more of a surprise were the recipients of the first of the two special awards. The Best UK Developer award is decided by BAFTA and in this, its first year, it was Rare masterminds Chris and Tim Stamper who were called up to the stage. In the citation read by the host for the evening Steven Fry, BAFTA acknowledged the enormous contribution the Stampers had made to the British gaming scene since their days as Ultimate Play the Game and their Spectrum classics such as *Atic Attac* and *Knight Lore*.

The Stamper brothers, who rarely make public appearances, picked up their award in person and in a short acceptance speech thanked the committee for singling them out. The only PlayStation winner of the evening was *Gran Turismo* for 'best use of computer graphics'.

Mario returns

Mario's back on the N64, but its not *Super Mario 64 II.*

Surprise news of the month is that Nintendo's most precious asset is set to make a reappearance on the N64 before Christmas. *Mario Party* is a co-development with long term Nintendo buddies Hudson, and is so far only destined for a Japanese release.

The title appears to be based around a Monopoly-style board game, where players move from square to square engaging in strange little sub-games as they go. As well as Mario, a host of other familiar Nintendo-isms make an appearance, including Boo ghosts and the cannons that transported the stumpy Italian plumber around the worlds in *Super Mario 64*.

Details remain sketchy about *Mario Party* mainly as Nintendo have only released information to the Japanese press. N64 Magazine hopes to have more information next issue, but in the meantime turn to page 19 to find out more.



△ *Mario and friends aboard a large birthday cake. That's Princess Peach in the front and Yoshi behind her.*

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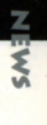






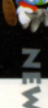


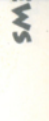
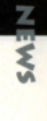






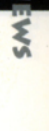











SHORT CUTS

SQUADRON GROUNDED

Rogue Squadron – the sequel to *Shadows of the Empire* – has had its UK release date pushed back to the spring, despite the fact that LucasArts have finished the game and it's ready to go on sale.

The reason for the delay is that Nintendo are keen not to clog up the pre-Christmas release schedule with any more games. With must-have titles such as *Zelda, Turok 2, F-Zero X, 1080°, Body Harvest* and *Silicon Valley*, amongst many others, already vying for gamers' cash, it seems that the big N are keen that further top titles such as *Rogue Squadron* don't get lost in the rush.

N64 Magazine featured exclusive pictures of the LucasArts game back in issue 21. The game expands on the flying sections in *Shadows of the Empire* and allows players the chance to fly in a whole range of Star Wars craft such as A-Wings, X-Wings and Snow Speeders. If the game receives a pre-Christmas release in America as scheduled, expect a review in our Import Arena next issue.

SLYNESS IS GOLDEN

American gamers who pre-ordered their copy of *Zelda* look set to be the only people in the World to receive a copy of the game in its golden cartridge format.

The gold carts were always going to be a limited edition but the scheme has been so successful, even people who *have* pre-ordered may not get one. There are no plans to run a similar promotion in the UK.

Where's Zelda?

We really should have known the big Z's launch wouldn't go without a hitch.

So *Zelda*'s slipped, then. Contrary to the release date we proudly announced in the last issue of **N64** Magazine, Miyamoto's masterpiece will arrive in the UK on either the 4th, 11th or 18th of December.

Why the uncertainty and why the delay? It all comes down to the same story: THE – Nintendo's distributors in the UK – simply cannot predict exactly when they will receive the first batch of cartridges from Nintendo's Japanese manufacturing plant.

With the game receiving a more-or-less simultaneous worldwide release date, the pressure to manufacture enough carts to satisfy demand is a major logistical nightmare for Nintendo, and their factories are working 24 hours a day, seven days a week to keep up.

THE are absolutely certain, however, that the game will be released before Christmas, with the 11th of December their best guess as a release date. They predict that the game will sell around 150,000 copies in the first six months of its release – one copy for every N64 owner in the UK, and tens of thousands more for new owners.

While you count down the days, check out the first part of **N64** Magazine's massive *Zelda* review, starting on page 42.

Web sights

Those of you lucky enough to have web access should point your browsers in the direction of www.fzerox.com and www.zelda64.com, where Nintendo of America have set up two brilliant new web sites.

The *F-Zero* site is constructed in a comic strip style and is set to appear in week-by-week instalments and tells the – ahem – story behind the *F-Zero* races. There's also a virtual garage with the opportunity to build your own *F-Zero* craft.

The *Zelda* site is less interactive but just as slickly presented with ocarina tunes to listen to as you read. At the moment, information is limited to the background behind the *Zelda* games, but we expect tips and hints will be posted up once the game's been on release for a while.







△ The comic strip will be updated every week...

◁ ...And is packed full of interesting info about F-Zero's history.



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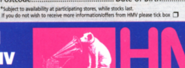
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N64 WINS STAR WARS

The game rights to the upcoming Star Wars prequel – Star Wars: The Phantom Menace have been won by Nintendo and the game, incredibly, should be ready for the film's release in May.

LucasArts, the development studio behind *Shadows of the Empire* and *Rogue Squadron* are again involved in development, although it's as yet unknown whether Factor 5, the co-developers of the latter title, will also be involved.

Despite the imminent release date, it's unclear exactly what type of game *Phantom Menace* (working title) will be. Whether it takes the mixed format, story approach of *Shadows*, the plain shoot-'em-up aspects of *Rogue Squadron* or something completely different is what **N64** will be reporting on in the new year.

CHART UPDATE

After a month battling it out in the all-formats console charts, it seems that F1 has beaten *Tekken 3*. Backed up by an ad campaign which – shock horror! – is actually quite funny, the Paradigm game is set to become one of the fastest-selling N64 games to date. How it will hold up against *F-Zero* remains to be seen, but it's another sign that this will be the N64's Xmas.

HYBRID HEAVEN BEATEN

The lads at Konami may have dubbed *Metal Gear Solid* the best game in the world, but there are at least 103,000 people who would disagree. The special Pikachu version of the Pocket Monsters Game Boy game has sold almost *double* the number of MGS copies. Nintendo know their gaming market in Japan, all right. They have seen the future of gaming and that future is monstrously cute.

FANZINE FARM

Old MacDonald had a farm. Then he built a golf course and sold out for a cool eight mil.



RETROGAMER THE MAGAZINE OF CLASSIC VIDEO GAMES

Jethro carelessly dropped the latest issue (number 12) of Retrogamer out in the yard before we had a chance to take a picture of it. Until it got encrusted in silage, it was another delicious slice of 8-bit nostalgia, when games took ages to load and made funny beeping noises while they did. There's no doubt that fanzines are at their best when they cover a specialist area in detail, and even in its black and white A5 format, Retrogamer is a rollickingly good read for only £1.50.

• Retrogamer is available from Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. £1.50 buys you a copy.

N64 vs PLAYSTATION

New to the farm this month is this fruity specimen which, as the title suggests, pits Sony's and Nintendo's consoles against one another in a bitter fight to the death. Ahem, sort of. Strangely enough, the PlayStation doesn't put up much of a fight, and after the first couple of pages, N64 game news, reviews and cheats dominate over all others. *Mario* does fight it out with *Banjo*, though (and wins), so fans of a good ruck won't be too disappointed.

• To harvest a copy of N64 vs PlayStation, write to Ben Morson, 11 The Coppice, Weddington, Nuneaton, Warks, CV10 OHH.



TOTAL N-TERTAINMENT

The first issue of Total N-Tertainment is a bit over-priced at £2 – we're not all getting that set-aside EC payout, you know – but it has the advantage of part-colour presentation. The best feature is a history of Nintendo's major player, non other than the fat plumber himself. There's a lot of interesting – if not entirely accurate – speculation about the 64DD and the possibility of an all-new handheld to replace the Game Boy.

• Total N-Tertainment can be obtained for £20 from Ryan Metcalf, 3 Crosscourt View, Bessacarr, Doncaster, South Yorkshire, DN4 7BF.

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

Japanese news

With Max Everingham

Monster seller

Nintendo introduce the Pocket Monster you can talk to.

For computer operating systems, it's Microsoft. For hamburgers, it's McDonalds. And for N64 games, it's Pocket Monsters. Pikachu and his gang may not be the only product Nintendo of Japan are turning out, but it's sure as hell the most reliable.

And now PM mania is sweeping into the US and the UK, or at least it will be if the marketing men get their way. If you're feeling kind of, well, invaded, then Nintendo's next PM project, *Pikachu Genki Dechu* does at least allow you to tell the furry fiends exactly what you think of them. The much-vaunted (in Japan, anyway), speech recognition system is ready to roll and Nintendo PR chief Yoshio Hongo promises that the whole package, game, headset and all, will come in at under ¥10,000 (roughly £50). Oddly, they also add (in response, apparently, to a reader's question) that it won't weigh any more than the Tamagotchi-like *Pocket Pikachu* portable game and therefore won't 'tire your neck out'. Thank goodness for that.

Pikachu will not be alone in the game – he has you, of course, to keep him company – however other Pocket Monsters are slated to make an appearance, including the purple turnip-like ones and Digda the mole-like burrower. Despite the fact that only one player can use the mike at a time, Nintendo are saying that they intend the whole family to gather in front of the TV in cute PM-like fashion to tend to the little yellow creature.



△ *Pikachu! Heading towards a games store near you. Very soon.*

STUNTED DWARF

Check out the big brain on the makers of *Art of Fighting Twin*. Culture Brain, who didn't exactly wow anyone with their last attempt at a fighter for the N64, have decided to bring out the curious *Flying Dragon Fist Stadium – SD Version*, which has, as its distinguishing factor and guarantee of success, super-deformed characters. Data from the game can be exchanged with either the Game Boy version of *Twin* or the N64 one, which may or may not increase its chances of success.

MESHI TSURI

Legend of the River King might well spawn (sorry) its own rock legend – it has already resulted in the world's first fish-shaped guitar, or so Pack-in-Soft claim. Publicity head Koji Saitoh, who also happens to be a very accomplished semi-professional musician in Tokyo, put together the guitar especially to help promote the fishing game. The multi-talented Saitoh-san is also responsible for many of the soundtracks on the company's sound-novels and other titles.

RETROWORLD

with Jason Moore

If you think 'retro' is just a word used to glamorise old stuff, you're probably right.

The rise and fall of Atari is one of the games industry's most sombre tales. While that industry has now expanded unrecognisably, back in the late seventies there was a single word for all things video game related – Atari. Not just the leader in home entertainment, but a formidable giant in the arcade scene too.

By the early eighties, though, things weren't looking as peachy. The aging Atari 2600, or VCS, simply couldn't cut the mustard against machines like the mighty Colecovision.

Work began on the Atari 5200, a direct sequel to the VCS, but when it was released in 1982 it became an instant flop. Thanks to a software base consisting mainly of poor conversions of 2600 games, the Atari 5200 didn't make it to a release beyond the US.

Instead, Atari decided to concentrate their efforts on an even better console, and this time they would make it compatible with the original VCS, giving them an instant library of over a thousand titles. In 1984 the all-new Atari 7800 made its debut, complete with hi-res graphics, three-channel sound and a built in *Asteroids* game.

Initial sales were impressive, and Atari readily assumed they had got the mix right. A new range of 7800 titles were commissioned, and included versions of *Donkey Kong Jnr* and the arcade hit *Choplifter*. The 7800's European release was rushed, and thanks to the foothold that the 8-bit computers had on the UK scene, the machine made very little impact. The unit itself was large and black, and looked much more modern than the archaic VCS. Two well-designed joypads were included with the machine, and in comparison to the feeble 5200 offerings, were something of an Atari breakthrough.

Meanwhile, back in the US, the new boy of the console scene, Nintendo, unveiled their NES system, complete with *Super Mario Bros*. The rest, as they say, is history.

In a last-ditch effort, Atari re-released the console in 1987, complete with a few new games, but it was too little, too late. Nintendo had placed a NES in one out of every three US homes, and with such dated technology Atari had little hope of gamers swapping systems. Right now though, the 7800 is a very good proposition for collectors. Full compatibility with VCS titles, and a range of hi-res games that are packed full of Atari-style playability.

JOUST
WILLIAMS

Joust is one of those titles fondly remembered from childhood visits to arcades, and it's long been a favourite of games developers and designers for its simple playability. It's only when you come around to revisiting the game that you begin to wonder why. The aim of the game is to fly around a single screen, bounce off platforms and try to clear the baddies by jousting with them. A joust consists of bashing an opponent at a higher level than yourself. If you're lower, they win and you lose a life. Once successfully bashed, they drop an egg, which can be collected for bonus points.

While there are only three kinds of opponent, further levels alter the screen layout, inserting occasional fixed obstacles, such as flames at the end of platforms. It's fast, it's simple, but without someone to rebound your top scores off of, it's ultimately pointless.

RETRO-RATING 67%

XEVIOUS
NAMCO

Another classic arcade licence, especially honed for the 7800. While it may look deceptively like another upward-scrolling shoot-em-up, *Xevious* adds the feature of being able to bomb land-based sites. This proves vital in later stages for disposing of ground-based cannon fire. *Xevious* is also a good yardstick, and shows what the 7800 is capable of. While the graphics may be chunky, and colour used to rather poor effect, the game retains its playable speed at all times, and sound is suitably noisy. Like many games in this genre, learning the attack routes of the enemy becomes a vital ingredient in getting to the end of each level, and with that in mind *Xevious* must rate as one of the 7800's most enjoyable titles.

RETRORATING 72%

FOOD FIGHT
ATARI

Food Fight is a single-screen game about a boy and his desperation to eat ice-cream. Need I go on? You start on the right-hand side of the screen and have to make it to the big ice cream on the left of the screen. This may sound like a ridiculous concept for a game, but there are a few baddies to get past. Littered around the screen are piles of food, along with several oblong-shaped holes. Out of these holes pop little chefs, intent on preventing your collection of the ice cream, but the chefs aren't silly; they grab the food and lob it at you too.

While the game is easy in the early levels, it soon becomes very hectic, with chefs and food flying all over the place. It's like a cross between *Smash TV* and *Asteroids* and, thankfully, is great fun to play.

RETRORATING 78%

Jason Moore can be contacted at:
61 Baccara Grove
Bletchley, Milton Keynes MK2 3AS

Seeing is believing!





Updating you on the N64 games of the future

This month including:

NEW PICS!

Hard Drivin'

Looks very much like one of the cars from Automobili Lamborghini there. Fortunately Roadsters plays better.

ROADSTERS 99

TITUS	96M	1-4	Early '99	Early '99

The future is definitely looking bright for top class N64 driving games. Following the ultra-high standard set by *F1 World Grand Prix* and *V-Rally*, Titus's semi-sequel to *Automobili Lamborghini* looks set to provide, at the very least, some of the best graphics yet seen in a console racer.

Roadsters 99 features a selection of more than 20 vehicles, all modelled closely on desirable sporty things like the Renault Spyder and Porsche Boxster. The attention to detail even extends to the drivers of the cars, who can be seen through the transparent windows, relaxing with the air conditioning on, or poking their heads up from the luxurious cabriolet models – a neat touch reminiscent of *Porsche Challenge* on the PlayStation. Customisation fans are catered for by the ability to mix and match different drivers and cars, affecting handling and top speed.

Another idea lifted from a top PlayStation racer is the replay mode, which adds subtle graphical enhancements and dramatic camera work, although even the in-game visuals come with advanced features such as light-sourcing, reflections, and specular highlighting as standard.

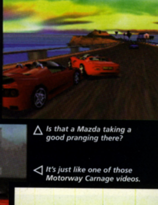
Titus have addressed one of *Automobili Lamborghini*'s biggest problems – the fact that it was rubbish – and consequently *Roadsters 99* is smoother, faster, and handles so much better than its predecessor that you'd never even guess they were ever related. There are currently ten tracks to play with, including day/night races and variable weather conditions, and swarms of competitors to weave your way through at high speed. The multiplayer mode promises to offer more than just the usual straight racing fare, although Titus won't reveal anything other than the fact that it'll be "different".

Well, we won't have to wait too long to find out just how good the game is, as it's currently scheduled for release early next year. That's 1999, folks. How time flies.

The replay mode features some tasty camera work.

Is that a Mazda taking a good pranging there?

It's just like one of those Motorway Carnage videos.



Glossy paintwork and great headlight effects there.

You'll be able to play each track in a variety of different weather conditions.

Plumb-dinger

MARIO PARTY

NINTENDO/ HUDSON	96M	1-4	Dec 18th	TBA

EXCLUSIVE!

A new Mario game is usually preceded by at least a year's worth of hype and speculation, but *Mario Party* has sneaked into the Christmas release schedule almost unnoticed.

A collaboration with Hudson, *Mario Party* is an intriguingly Japanese mixture of multiplayer sub-games built around a central board game featuring just about every major Nintendo character – Donkey Kong, Bowser, Wario, Yoshi, Toady, and Luigi to name but a few. Not forgetting Mazza himself, of course.

As far as our sources in Japan can tell, four players will be able to compete, individually or in teams, in games as diverse as ten pin bowling, cycling, and a multiplayer version of Peach's slides from *Mario 64*. One of the strangest games appears to be a contest to see who can stay standing on top of a beach ball the longest, which is certainly a first on the N64 if nothing else.

As weird as it sounds, we're really looking forward to this – largely because its use of updated versions of the models from *Mario 64* bodes well for the prospect of seeing a proper sequel to the game some time next year. If *Mario Party* makes its projected release slot, we'll bring you a review just as soon as we can decipher it.


△ *One of Mario Party's many strange game environments.*


△ *Loads of Toadies partying with Mazza, Lazza, and, erm, Wazza.*

◁ *This bowling section is one of the more 'normal' sub-games.*

Holds no Punches

SPACESTATION SILICON VALLEY



Dirty talk

SOUTH PARK DEEPLY IMPACTED

ACCLAIM	128M	1-4	Early '99	Early '99

NEW PICS! NEW INFO!

After we suggested last month that hell would freeze over long before South Park's swear-tastic voice samples would ever be heard emanating from a Nintendo machine, it appears that Acclaim are going to give the game a specially recorded sweartrack regardless of any reservations the Big N might have.

In fact, there will be so much speech in the game that even with the same compression technology used to make *Turok 2* and *NFL Quarterback Club 99* so talkative, around half of the 128Mbit cart will be filled with sound samples. All of the familiar catchphrases from the cartoon show will be included, along with hundreds of brand new lines from a script prepared by the game's design team at Iguana. As on TV, anything excessively offensive will be bleeped out just enough to please the censors, while still managing to etch deep furrows on parental brows.

As well as being the cussingest title on the N64, *South Park: Deeply Impacted* has some unusual gameplay. The one-player game's six missions basically involve protecting the town from marauding aliens, zombies, turkeys and the like. The town is at one end of the map, the enemies spawn from the other, and Cartman and co have to wipe them out before the place becomes totally infested. Each of the four characters has different weapons and abilities, and it's essential to find them all and switch between them to complete the missions. Fail to rescue any of the brats and you'll miss out on such delights as the cow launcher, the dancing ray, and, best of all, yellow 'snow' balls.

The graphics engine from *Turok 2* is used to great effect, throwing the simplistic shaded characters around at a super smooth frame rate, even when four players are hard at work whacking each other over the head with Mr Hankey.

Mmmf mmf mmmf, mmf mmf mmmf – mmf mmmm!

The solid 3D characters are miles better than the flat ones you get in the cartoon.

Both players have got a standard white snowball.

SELECT KID
CARTMAN KYLE STAN KENNY

There are loads of other South Park regulars to choose from.

A nasty case of explosive diarrhoea.

It's basically Turok 2 with yellow snow.

The local fauna takes a real pounding in this game – cows, turkeys, dogs, chickens... Nothing is safe.

Fish and chips

FIRST PICS!

IN-FISHERMAN BASS HUNTER

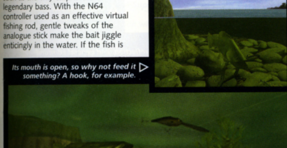
TAKE 2	64M	1	Spring '99	TBA

No doubt incensed by last month's *VR Pool* preview, the publishers of *Jeopardy* are putting up a tenacious fight to keep hold of their Most Sedentary Game title.

In-Fisherman Bass Hunter is the full title of their latest opus, licensed from the notorious American publication, In-Fisherman magazine. As in real life, the object of the game is to catch increasingly hefty fish, using your superior brain power to outwit foes such as the wily carp and the legendary bass. With the N64 controller used as an effective virtual fishing rod, gentle tweaks of the analogue stick make the bait jiggle enticingly in the water. If the fish is dumb enough to swallow the hook, skilful waggling will tire it out enough so it can be lifted out of the water, weighed, and thrown back in to float, belly up, on the surface for a while.

Bass Hunter features full rumble pak compatibility, so you'll be shaken awake if the fish are in a biting mood, and Take 2 have assured us that no bass were actually harmed during the motion capturing of the game.

Its mouth is open, so why not feed it something? A hook, for example.



It's going to bite! Jiggle the bait or something, quick.

Once you've caught one, will you get to brain it with an oar?



Takes no Prisoners







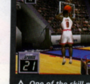
There are lots more dunk animations than in NBA Courtside.

You even get introduced to the players before the game.

The instant replay mode tends to throw up lots of gruesome angles.

Hoop dreams





One of the skill mode games sees you trying for three-pointers from various angles.

FIRST PICS!

NBA JAM 99

ACCLAIM	96M	1-4	November	TBA

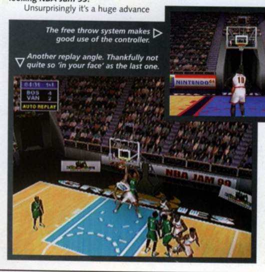
Due for release in the States in a matter of days, the first serious challenger to *Kobe Bryant*'s crown as the N64's basketball king is Acclaim's impressive looking *NBA Jam 99*.

Unsurprisingly it's a huge advance in terms of presentation from Nintendo's playable-but-bare game. The players warm up and take practice shots while the announcers set the scene and introduce the teams, there is a greater variety of special moves and dunk animations, and the action is depicted with slinky hi-res graphics throughout.

The sound extends beyond the usual squeak of plimsoll on varnish, helped by a chatty commentary team who might well be the John Motson and Big Ron of the American sports scene. Except we're fairly sure that Motty has never used the expression "rim rattling" in his professional career. Even the crowd get in on the action, taunting the opposition and counting down the last few seconds of every quarter.

Gameplay is much less arcadey than *NBA Courtside* – it's fast and furious, but there are more controls and options to consider. Every button on the controller has a different function depending on whether you're attacking or defending, and extra tactical functions can be called up by double-tapping the C-buttons. A skills mode is included as a bonus game, where you can pick your favourite player and compete against your friends to see who can land the most free throws or three-pointers in one minute.

NBA Jam 99 isn't quite as easy to learn as *Courtside*, but we'd wager that any basketball fanatics out there will relish the challenge. It'll be up against some fierce competition though, in the form of *NBA Live 99* and *Fox Sports College Hoops*. Look out for a full review in the next issue.



The free throw system makes good use of the controller.

Another replay angle. Thankfully not quite so 'in your face' as the last one.

Tasty reflection, and general all-round graphical crispness.

NEON GENESIS EVANGELION

BANDAI	96M	1/2	Mid '99	TBA

EXCLUSIVE!

Child's play

The big purple robot is the best one we've seen so far in the game.

It fights against such oddities as a floating tentacled pyramid.

The cut scenes are taken straight from the cartoons.



Extreme close up! Whoa! We're not sure what the camera's up to here.

Despite the numerous manga licences residing in the hands of Japanese software houses, the N64 has yet to see a decent anime game – as both a beat-'em-up and a collectors' item for anime fans, Banpresto's miserable *Super Robot Spirits* is best forgotten.

Hopefully *Neon Genesis Evangelion* will be the game to rectify this sorry situation. It certainly has the necessary quota of giant robots and young girls with unfeasibly large eyes. The robots in question are piloted by a group of children who are, bizarrely, the world's only line of defence against invasion by a force of intergalactic super robots.

Unlike other youngsters, whenever the Neon Genesis kids bunk off lessons they don't hang around outside the local Happy Shopper terrorising grannies. Instead they strap themselves into their towering robo-suits, plug themselves in, and get down to some serious skyscraper demolition and alien robot whacking.

Which is where you come in, taking control of a spare robot and embarking on a story-based quest to rid the galaxy of evil and crack some heads. The game is in the earliest stages of development, but it's already looking visually impressive, with cartoon cut scenes, some huge shiny robots and moody future cities to battle in.

There's more cut scene stuff every time a robot gets powered up. It's hard to get a handle on just what sort of game this will turn out to be.

The battle arenas are all of the 'dark and moody' variety. This looks like part of a battleship.

It remains to be seen just how the fighting system will work, but we reckon it'll turn out to be closer to the turn-based attacks of *Hybrid Heaven* than the tedious scrapping of *Super Robot Spirits*. No doubt some of the features of the anime series will be included, such as the strange power supply cable feeding each robot – if it becomes unplugged, the robot only has 60 seconds of reserve power before it keels over with a flat battery. The Neon Genesis kids' parents must have the most horrific electricity bills in Tokyo.







Ogre update

OGRE BATTLE 3: PERSON OF LORDLY CALIBRE

QUEST	128M	1	December	TBA

RPG-starved N64 owners can breathe a sigh of relief, since our man in Japan, Max, has played an early version of *Ogre Battle 3: Person of Lordly Calibre* and pronounced it to be Rather Good. Especially the title. Over to you, Max...

Ogre Battle certainly seems to be shaping up nicely, with a huge amount of variety in the game-playing details. For instance, attacks must be planned to take character alignment (position relative to the enemy) and element type (fire, earth, water and wind) into consideration for maximum effect. Terrain type affects movement and falls into three categories: grassy, rocky and forest and each character class has a distinct, and appropriate, set of attacks (Dragon or Magician-types, for example, can't use items, so they conjure up attacks by summoning their dragons).

Character status after an attack is also indicated visually, rather than using a more mundane status bar, so if poisoned, your chap will reel with purple blotches above his head, (purple seems to be the official colour of poison in Japan), or appear consumed in lightning when totally incapacitated.

More news just as soon as we get it.



Enough English to tempt you, too little to be practical.

An elemental attack gets an airing.

Looks like the red team are a bit redder than they'd like to be. Toasty!



As you can see the graphics are fine, but they don't aspire to Zelda-esque realism.



Look out

PENNY RACERS

T•HQ	64M	1-4	Out now	Dec

Sneaking into the crowded Chrismas release schedule is T•HQ's *Penny Racers*. It's actually just an English language translation of *Choro Q*, which scraped a mere 56% back in issue 20.

In our review we said that the game might prove to be more playable with the car customisations screens in a language we could understand, but unfortunately the sluggish handling remains, no matter how much you enhance your vehicle. And as it still holds the world record for slowness in an N64 racing game, it doesn't set the heart pumping even when, after about half a lap, the cars finally reach top speed.

In the short time since *Choro Q* was released we've seen a glut of superb racing games to cater for everyone's taste; from serious simulation to multiplayer combat. *Penny Racers* looks decidedly dated and underpowered compared to this tough opposition. We're just warning you in case it slithers into a game store near you before next month.

This has been an **N64** Magazine public service announcement.



Mario Kart's educationally sub-normal cousin.

Wil had the largest collection of Penny Racers in Essex. Fact.

Don't be fooled by that speed indicator. It's lying.

Some excitement accidentally occurs.





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An ear to the ground

Nintendo's capture of the licence for the forthcoming Star Wars film, *Phantom Menace*, has been the cause of much speculation, not least because nobody is actually sure if the film is going to keep that awful title, or if it's just a ruse to confuse the bootleggers. Whatever it winds up being called, Nintendo have beaten off some stiff competition to secure the console adaptation rights, and there's hopefully enough time between now and the film's release to put together a game worthy of the licence.

Funky Megadrive aliens *ToeJam & Earl* are set to make an *Earthworm Jim*-style comeback on the N64 thanks to the duo's original creators, TJ&E Productions. The game will retain the space exploration theme and weird humour of the original, with the addition of state-of-the-art 3D graphics and a selection of multiplayer games. No release date has been se, so don't expect to see anything until well into next year.

Take 2's follow-up to the excellent *Silicon Valley* will be an arcade racing game, *Mud Monsters*. It's already well into production, and is said to feature some of the finest mud effects ever seen – the slippery brown stuff flies everywhere, clogging up tyres, staining paintwork, and sticking to windscreens. Preview soon, promise!

Currently doing the rounds is the curious suggestion that the disappearance of Rare's *Twelve Tales* is actually because the game has been magically transformed into none other than *Jet Force Gemini*. Well, if you think about it: Four player battle mode, two players on screen together in co-op mode, the same camera perspective... Could it be? We don't believe a word of it. Whatever happens, *Jet Force Gemini* will be the first Rare game of 1999, probably appearing some time before next April.

Internet users who visit the 'under contruction' www. datadyne.com site, might be witness to a minor problem for the team working on *Perfect Dark*. Either the name they've chosen for their evil conglomerate has already been nabbed by someone else, or there's some long term and very post-modern marketing going on.



Wonder if there's a way of getting up onto that flyover? Hmmm?

Brand new courses. Of course.

Shortcuts and jumps abound in Rush 2.

Bit of car bumpage there. You can't wreck them though.

NEW PICS!

Hurry hurry

RUSH 2

MIDWAY	96M	1/2	November	Spring '99

Last year's *San Francisco Rush* was, at heart, a simple but playable racer with the emphasis firmly on jumps, stunts, and heavy collisions. The cars tended to be about as responsive as a wheel clamped tractor, but the Americans loved it to bits, with some even going so far as to proclaim it the third best game on the N64.

Rush 2 is based in part on the arcade version, *Rush The Rock*, and features 12 tracks, including New York, Hawaii, and Alcatraz, complete with hair-raising corkscrew section. The handling has been improved to match the more exciting courses, so it's now possible to make much sharper handbrake turns than in *SFR*. The balance of the game has been tilted more towards pure racing, but the low gravity and strange physics model remain, making two-wheel driving and 20-storey jumps a regular occurrence.

To take full advantage of the ability to flip the cars over at will, *Rush 2* includes a surreal stunt track packed with ramps, jumps, and obstacles. Points are awarded for style and difficulty, with bonuses for hitting the rings and targets dotted around the course. *Wave Race* on wheels, anyone?

With 16 standard cars, ranging from family estates to customised hot rods, an additional five secret vehicles to find, the golden keys from *SFR*, plus the option to customise the cars, tracks, weather conditions and game style, *Rush 2* looks like it'll keep arcade racing fans happy for quite a while. And those of you who recall the original game's "soundtrack" (which barely scraped one out of ten in issue 11's review) will be delighted to hear that the music has been given a good old-fashioned remix. Ahem.





Most of the cars still have the same cartoony look to them.



Looks exotic enough alright. And slightly shiny too.

The universe has a new hero.

And this one juggles.



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PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Release	Movement	N64 review
1	F-Zero X (NEW!)	Nintendo	11/98	New entry	Issue 22 91%
2	F1 World GP	Nintendo	9/98	Last month's chart position – 1	Issue 20 93%
3	1080° Snowboarding (NEW!)	Nintendo	10/98	New entry	Issue 21 89%
4	Mission: Impossible	Infogrames	9/98	Last month's chart position – 2	Issue 19 75%
5	Banjo-Kazooie	Rare/Nintendo	7/98	Last month's chart position – 3	Issue 18 92%
6	Bomberman Hero (NEW!)	Nintendo	Released: 10/98	New entry	
7	ISS '98	Konami	Released: 10/98	Last month's chart position – 4	Issue 20 92%
8	World Cup '98	EA	Released: 6/98	Re-entry	Issue 16 73%
9	WWF Warzone	Acclaim	Released: 8/98	Last month's chart position – 5	Issue 19 85%
10	Waialae Country Club	Nintendo	Released: 9/98	Last month's chart position – 8	Issue 21 49%

Top 5 Import chart

Source: Skill Academy

Pos	Title	Publisher • Genre	N64 review
1	Body Harvest	Midway • ACT	Issue 22 – 91%
2	Silicon Valley	Take 2 • ACT/STG	Issue 22 – 91%
3	F-Zero X	Nintendo • RAC	Issue 22 – 91%
4	Rakuga Kids	Konami • FGT	Issue 20 – 80%
5	WWF Warzone	Acclaim • FGT	Issue 19 – 85%



N64 5 Most played / 5 Most wanted

Pos	N64 5 Most played	5 Most wanted
1	Wipeout 64 — Psygnosis, RAC — N64 Issue 23 • 88%	Legend of Zelda — Nintendo, ACT/RPG — Japan: 21st November; UK: 27th November
2	V-Rally 99 — Infogrames, RAC — N64 Issue 22 • 90%	Perfect Dark — Rare/Nintendo, ACT — UK: Early '99; USA: Early '99
3	F1 World GP — Nintendo, RAC — N64 Issue 20 • 93%	Duke Nukem — GT, ACT — UK: March '99; USA: March '99
4	NFL Quarterback Club 99 — Acclaim, SPT — N64 Issue 23 • 90%	Shadowman — Acclaim, ACT — UK: May '99; USA: May '99
5	F-Zero X — Nintendo, RAC — N64 Issue 22 • 91%	Jet Force Gemini — Rare/Nintendo, SHT — UK: TBA (Tim still says Christmas); USA: TBA

Readers 5 Most played / 5 Most wanted

Pos	Readers 5 Most played	5 Most wanted
1	Banjo-Kazooie — Rare/Nintendo, ACT — N64 Issue 18, 92%	Legend of Zelda — Nintendo, ACT/RPG — USA: 23rd November; UK: 27th November
2	1080° Snowboarding — Nintendo, SPT — N64 Issue 21, 89%	Turok 2 — Acclaim, SHT — USA: November; UK: November
3	F1 World GP — Nintendo, RAC — N64 Issue 20, 93%	Banjo-Tooie — Rare/Nintendo, ACT — UK: TBA; USA: TBA
4	GoldenEye — Rare/Nintendo, RAC — N64 Issue 9, 94%	Perfect Dark — Rare, ACT — UK: Summer '99; USA: Summer '99
5	ISS '98 — Konami, SPT — N64 Issue 20, 92%	Shadowman — Acclaim, ACT — UK: March '99; USA: March '99

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!



Game name	Publisher	Type	Country
November 1998			
Bio Tetris	Bottom Up	ETC	JPN
Knife Edge	Kemco	ACT	US
Legend of Zelda: Ocarina of Time	Nintendo	RPG	US
NASCAR '99	EA	RAC	US
NFL QuarterBack Club '99	Acclaim	SPT	UK
S.C.A.R.S	Ubi Soft	RAC	UK
Silicon Valley	DMA/Take 2	ACT	UK
Space Circus	Infogrames	ACT	US/UK
Turok 2: Seeds of Evil	Acclaim	SHT	US/UK
Twisted Edge Snowboarding	Midway	SPT	US
V-Rally 64	Infogrames	RAC	UK
WCW/NWO: Revenge	THQ	FGT	US
Wipeout 64	Psygnosis	RAC	UK
December 1998			
Doraemon 2	Epoch	ACT	JPN
Goemon 2	Konami	ACT	JPN
Harvest Moon	Pack-N-Soft	RPG	JPN
Knife Edge	Kemco	ACT	UK
Legend of the River King	Natsume	SPT	JPN
Legend of Zelda: Ocarina of Time	Nintendo	RPG	UK
Mario Party	Nin/Hudson	TAB	JPN
NBA Jam '99	Acclaim	SPT	US
Ogre Battle 3	Quest	SLG	JPN
Pikachu Genki Dechu	Nintendo	ETC	JPN
Rogue Squadron	LucasArts	ACT	US
Rush 2: Extreme Racing	Midway	RAC	US
Top Gear Overdrive	Kemco	RAC	ALL
Winback	Koei	ACT	JPN
Zool	Imagineer	RPG	JPN
Spring 99			
Castlevania 64	Konami	ACT	ALL
Duke Nukem: Zero Hour	GT	ACT	US/UK
Earthworm Jim 3D	Interplay	ACT	UK
F1 Racing '98	Ubi Soft	RAC	UK
FIFA '99	EA	SPT	UK
Hybrid Heaven	Konami	ACT	UK
Jet Force Gemini	Rare	ACT	UK
Micro Machines V3	Codemasters	RAC	UK
Roadsters '99	Titus	RAC	UK
Rogue Squadron	LucasArts	ACT	UK
Snowboard Kids 2	Atlus	RAC	JPN
South Park	Acclaim	ACT	ALL
Star Wars: The Phantom Menace	Nintendo	ACT	US
Superman	Titus	ACT	UK
Twisted Edge Snowboarding	Kemco	SPT	UK

Game name	Publisher	Type	Country
1999/TBA			
1080° Snowboarding 2	Nintendo	RAC	US
40 Winks	GT	ACT	UK
Aeon Flux	GT	ACT	US
All Star Tennis 99	Ubi Soft	SPT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Assault	Midway	ACT	US
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Battletanx	3DO	RAC	US
Battlezone	Crave	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Blues Brothers 2000	Titus	ACT	UK
Bust-a-Move 3	Acclaim	PUZ	US
Caesar's Palace	Crave	ACT	US
Carmageddon	Interplay	ACT	US
Chameleon Twist 2	Sunsoft	ACT	JPN
Charlie Blast's Territory	Kemco	PUZ	US
Daikatana	Ion Storm	SHT	US
Destruction Derby	Psygnosis	RAC	UK
Disney Tetris	Capcom	PUZ	JPN
Donkey Kong World	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Exhumed 64	Crave	SHT	US
Fisherman Bass Hunter 64	Take 2	SPT	US
Flights of the UN	Video Sys.	SHT	JPN
Fox Sports College Hoops 99	Fox Sports	SPT	US
Harrier Strike Force	Video System	SIM	US
Hercules: Legendary Journeys	Titus	ACT	US
Hype: The Time Quest	Ubi Soft	ACT	UK
GT World Tour	Boss Games	RAC	UK
Jest	Infogrames	ACT	UK
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Legion X	Hudson	ACT	JPN
Loderunner 64	Bandai	ACT	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Magic Flute	Sunsoft	ACT	JPN
Milo's Astro Lanes	Crave	ACT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
Nightmare Creatures	Activision	ACT	US
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Perfect Dark	Rare	SHT	US/UK

Game name	Publisher	Type	Country
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Quake II	Activision	SHT	US/UK
Rat Attack	Mindscape	ACT	UK
Rayman 2	UbiSoft	ACT	US
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Road Rash 64	T•HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Rugrats	T•HQ	ACT	US
Shadowgate	Kemco	RPG	US
Shadowman	Acclaim	ACT	US/UK
Sim City 2000	Infogrames	SLG	UK
Sim City 64DD	Nintendo	SLG	JPN
Sim Copter 64	Maxis	SIM	US
Snow Speeder	Imagineer	SPT	JPN
Spooky	ICE	ACT	US/UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Survivor Day One	Konami	ACT	JPN
Tazmanian Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
TOCA Touring Car	Codemasters	RAC	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
Top Gear Rally 64DD	Kemco	RAC	ALL
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
UEFA Soccer	Infogrames	SPT	UK
Unreal	GT	SHT	US
Vigilante 8	Activision	ACT	US
VR Pool	Crave	SPT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
World League Soccer '99	Eidos	SPT	UK
Xena: Warrior Princess	Titus	–	US

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send



PLANET 64 INFORMATION station

Top 5 vote n' draw

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Sam Walker from Worcester wins a copy of 1080° Snowboarding!

My five most played games are:	My five most wanted games are:

Name

Address

Postcode

Game wanted





Show off

The mighty Koei showed WinBack. Which isn't looking that good.

The autumn Tokyo Game Show this year was a little disappointing for Nintendo, but *Hybrid Heaven* made an appearance in playable form and *Goemon 2* proved to be hugely popular. Excited children queued up, five or six deep and those playing were so enthralled that their noses were squashed up against the screens.

Hudson gave the colour Game Boy an airing, running a version of *Bomberman* and setting up a special playing area. Also on show from the company were *Let's Smash* (see our review on page 82), *Get a Love* and *Pro Fire Wrestling 2* but there was only one station devoted to each game.

Winter sports fans will find Imagineer's *Snow Speeder* quite a challenge. 70% complete at the show, the game set extremely tough time limits to reach the checkpoints, but offered players several ways to reach them.

Imagineer showed *Ethale* and their new RPG, *Zool*. Ninety per cent complete, the graphics in *Zool* would hardly tax a SNES, but maybe it's all in the story, eh? Ubi Soft showed *Tonic Trouble* and *Rayman 2*, both in playable form.



Busy, busy, busy. Japanese. People.

Hybrid Heaven. Like it. Muchly.



Dreamcast? Pah! We'll see about that once Nintendo gets to grips with the RAM pack.

Zool: ropey-looking RPG. Still, worse things happen at sea. We'd, um, imagine.

Snow Speeder. Might be alright, though certainly won't be troubling 1080°.



MADE IN JAPAN

Playing games? Oh no. This month Max's been watching the box. Oh, yes, and paying a visit to the Tokyo Games Show.

Ready, steady, cook/chat/sing

Japanese TV is great. When I first came to Japan, I thought I'd miss the high-quality programming which the BBC and Channel 4 export around the world. But that was before I came across Japanese chat shows. After hours of intensive viewing (to improve my grasp of the Japanese language, you understand), I have reached three conclusions:

1) Most Japanese pop music sounds exactly like bad karaoke. Performed by a stoat which has become wedged between your cooker and the food cupboard.

In the UK I'd marvelled at the popularity of karaoke nights; when I came to Japan I understood immediately. Here, anyone can become a pop star. And it's easy! Being able to sing is not essential. However bad you are, you can be sure that a session in a karaoke box is going to be almost identical to the real thing. Cool.

2) No-one in Japan is a vegetarian. Or vegetarians do not get invited to appear on Japanese cooking, singing or chat shows.

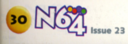
There are only three types of show: cooking shows, chat shows and bad karaoke shows. Sometimes, as in the case of the 'Jungle Cooking' programme, you get a chat show which is also a cooking show. If you're especially fortunate, you may even get to see a chat show which is also a cooking show with some karaoke thrown in; such as the one hosted by the manufactured-boy-band SMAP, where guests answer questions, sing a song and then don a pinny, hack some unfortunate animal's head off and stick it in the oven. Or they would, if Japan had ovens, but it doesn't.

3) With good channel-surfing technique, it is possible to watch the same TV celebrity for 24 hours a day without a break.

Japan has a total of 16 TV celebrities who, in a stunning piece of logistical planning, manage to provide the entire day's programming for all eight terrestrial channels. All of it. Every day. At first, I put it down to my unfamiliar surroundings; you know, all Orientals look the same to us, and we Westerners all look the same to them. I thought that the comedian I'd been watching doing stand-up on Fuji must just *look* like the guy who is now on TV Asahi taking part in a travel quiz. After a while, however, it dawned on me that they didn't just look like the same person, they *were* the same person. Not only that, but this comedian wasn't alone; there was a whole group of people who just kept cropping up over and over again.

You'd think with all this work that the TV celebrities would be rolling in yen, oddly though, it seems they aren't paid enough. When a chat show comes on offering, for example, a 5,000-pound cash prize, the competitors are made up of, yes, you guessed it, the same troupe of 16 celebrities. I'm not making this up; in Britain, on things like the Krypton Factor, or the Crystal Maze, members of the public are chosen to appear and compete for fame and fortune. But on Japanese TV, they simply select from their not-very-diverse gene pool of 16 individuals, who very often walk away with very substantial wads of cash, holidays or a new car.

Meanwhile, deprived of the opportunity to hit the Big Time on television, what are we, the great unwashed, supposed to do? Play games, that's what. How's that for a tenuous link? Next month: Pachinko and how it can ruin your sex life.



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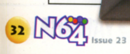
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N64 MAGAZINE





You've got your free N64 game rack – all you need now is six brand new Christmas games to store in it...

RACK 'N' ROLL CHRISTMAS

Hope you like this month's free gift. Let's face it, Nintendo's game packaging leaves a lot to be desired – your N64 Magazine Six-Slot Game Rack™ should alleviate those ripped cardboard and fiddly sliding in and out blues.

But with so many great games out this Christmas, it's time to face up to some serious decisions. Which games are you going to buy – or better still 'arrange' to have given to you as presents? *Zelda*, *Turok 2*, or *Body Harvest*? *F1 World GP*, *F-Zero X* or *V-Rally*? You've read the reviews, and you're probably on your way to making up your mind. But... but... but. It's not easy is it? So many great games but you can't have 'em all.

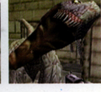
To make your choice a bit easier, we've rounded up all the new (ish) releases that we think will be jostling around at the top of the N64 chart come Christmas – you'll find them overleaf grouped into different game categories, along with their original review score. It's good to see so many top quality games in five of the six categories – there might be only two RPGs but when one of them is *Zelda* we're in no position to complain.

We also asked six members of the **N64** team how they'd be filling their games racks – you can see exactly what they're planning to blow their Christmas bonuses on over the page. Each member nominated one game from at least five of the categories – just so they'd have a nice spread of styles for their Christmas entertainment. There was a big surprise in the Fighting section – read on...

GO! GO!















CHRISTMAS CONTENDERS

Action

TUROK 2
Score: 95% • **Issue:** 21
Release date: 4th December
Dino/alien blaster. *GoldenEye* and *Turok* beater.

BODY HARVEST
Score: 91% • **Issue:** 22
Release date: Out now.
Enormous alien shooter. Ugly but clever.



CHOPPER ATTACK
Score: 81% • **Issue:** 20
Release date: Out now.
Helicopter shoot-'em-up. Dumb but fun.



BUCK BUMBLE
Score: 70% • **Issue:** 20
Release date: Out now.
First-person bee shoot-'em-up. Nice idea but dogged by ropey visuals

Fighting Games

BIO FREAKS
Score: 76% • **Issue:** 20
Release date: Out now.
Commendable limb loss and 3D arenas. Not the finished article, though.

MORTAL KOMBAT 4
Score: 84% • **Issue:** 20
Release date: Out now.
Lots of fun with buckets of blood. Silly too.

WWF WARZONE
Score: 85% • **Issue:** 19
Release date: Out now.
Wrestling at its best. Superb create-a-player mode.



WCW VS NWO: REVENGE
Score: 75% • **Issue:** 22
Release date: Out now.
Improved sequel with loads of wrestlers. Looks primitive compared to *Warzone*.

Wil's six

TUROK 2
WHY?
Big, brash and very violent. But what I really like is that you can't just run around shooting everything in sight and expect to get away with it. Turok's just as much about stealth and strategy as it is spilling monsters' brains over the floor (although there's quite a bit of that, too).

RAKUGA KIDS
WHY?
After the hordes of testosterone enhanced/silicon implanted US scrappers this came as a breath of fresh beat-'em-up air. Okay, so it's not going to worry Namco or Capcom (at all) but out of all the N64 fighting games this is the only one that I'd keep coming back to.

SILICON VALLEY
WHY?
Finally, a game that tries to take the 3D platformer in a different direction and places the emphasis on its game rather than how it looks. Like Turok and Zelda it's a huge challenge but I reckon that it's different enough to hold its own amongst the heavyweights.

F-ZERO X
WHY?
The realistic nightmares of F1 and V-Rally are definitely not my cup of tea so I'll plump for this fantastic update of one of the very first SNES titles. The early races can be a bit easy but once you're into the Expert and Maste modes there's more than enough challenge. And you can't argue with 30 cars all jostling for position on the same track.

ZELDA
WHY?
Was I right to be worried that Zelda wouldn't live up to its hype? I should have had more faith. This heady concoction of fairies, time travel and chickens is everything I expected it to be, and more. The only problem is that it's so good you'll probably finish it far quicker than you wanted to.

1080° SNOWBOARDING
WHY?
For me, playing sports games usually ranks up right up there with Saturday evening TV in the brain-numbing tedium department but I'll make an exception for 1080°. Adding those secret Nintendo gameplay touches makes all the difference and it's a real test of your analogue stick skills.

Martin's six

TUROK 2
WHY?
Because it's the only game in the world where you can blow a hole the size of a football in a giant green monster's stomach, and slice teeny weeny dinosaurs into chipolatas with a razor-sharp claw. I'm still trying to find the cheat to make the kids killable though.

RAKUGA KIDS
WHY?
Well, why not? Beat-'em-ups that try and make you believe you're a Mystical Warrior competing in the Ancient Tournament of Toecheese just bore me to tears. Give me a cuddly bear who blows snot bubbles out of his nose and I'm as happy as a wiggle-bottomed crayon thing.

SILICON VALLEY
WHY?
It's one of the most enjoyable games around, and slaughtering herds of exotic animals has never been so much fun. I think maybe I was a dog in a former life. A serial sheep-worrier. Silicon Valley gives me the opportunity to relive my former glories.

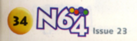
F-ZERO X
WHY?
The four-player mode has taken up almost as much time in the office as GoldenEye, and the one-player game is the fastest, smoothest, bestest racing game there has ever been. It's just so well balanced. Every games designer could learn something from it.

ZELDA
WHY?
Playing this at ECTS was enough to convince me that Zelda is up there with Mario as one of those sensational games you only ever see on the N64. The control system, the graphics, the vast amount of incredible new ideas... People will be talking about it for years.



ISS '98
WHY?
Because bending a 30-yard free kick past David Seaman fills me with a wonderful sense of pride. Because with a little bit more time on the training ground, I might actually beat Tim without having to sneakily turn his goalie down. Because it's the best football game ever.





Tim's six

TUROK 2
WHY?
Pee-yoo, wooor! That's the Cerebral Bore, that is. A missile that gets fired from the barrel of a gun that's the size of a television. Bzzzzzz! That's the sound it makes as it lodges into an enemy's head and starts burrowing into their brain. Boom! And that's when it explodes. Bloody. Beautiful.

BODY HARVEST
WHY?
Okay, so it looks like Bob Geldof's slightly scabbier brother, but it plays like an absolute gem, full of everything that makes shoot-'em-up's great: ground-shattering bugs, rivers of blood and innards, screen-rumbling explosions and those brilliant, brilliant vehicles.

SILICON VALLEY
WHY?
Silicon Valley is a wonderful game. Its animals are ace and chopping and changing between them in order to complete ever more ludicrous missions is inspired. It's not perfect, but it still manages to scrape Mr Genius' golden-tinged skin on a couple or ten occasions. Yummy.

F-ZERO X
WHY?
Basic is probably the kindest way to describe how F-Zero X looks, while its music sounds like an Aerosmith B-side. Fortunately, it's absolutely astonishing to play, being faster, smoother, harder and scarier than any other racer EVER. My suggestion? Buy it. Smartish.

ZELDA
WHY?
I've only played this twice I'll admit, once at this year's E3 show in America and once at ECTS in London a couple of months back. Both times, Miyamoto's three year opera of pointy hats was enough to convince me of one thing: Zelda is the best game on the N64. Mmm.



ISS '98
WHY?
Football games? My thing, they are. But, I'd never played anything like ISS64. And, equally, I'd never played anything like this brilliantly improved sequel. It's the smoothest, easiest, hardest, fastest, most ingenious football game you'll ever play. On any machine. Get... it... in...

James's six

TUROK 2
WHY?
There's just something very special about brain-draining enormous mutant monsters. Buckets of blood, bags of guns and kids who say "Thanks Turok" in chirpy Waltons-esque accents when you rescue them: superb!

F1 WORLD GRAND PRIX
WHY?
The best F1 game on any format. No F1 fan can afford to be without it when it comes to re-enacting their favourite Grand Prix moments, but it's more than enough of a racing game for non F1 addicts as well. Schumacher need never win anything again.



ZELDA
WHY?
I first played a version of the game at last year's Tokyo Space World show and even back then it looked amazing. I've not played the finished cart yet, but I'm prepared to take Wil's word for it. Can't wait

BODY HARVEST
WHY?
It's not the best-looking game on the N64, but I love the way it combines the best aspects of a shoot-'em-up with puzzly bits. I also like the way, you can just forget your mission objectives and wander off on homicidal escapades of your own.

SILICON VALLEY
WHY?
Because it's different. Because for everything it does that isn't quite right, it does at least ten others that make you want to forgive it immediately. The animals are great, the plot's great, the music's great and it's got exploding 'number twos' in it. Can't be bad.

ISS '98
WHY?
Don't let anyone tell you that there's a better football game than this. Even without a licence and a ludicrous league, ISS '98 is still miles ahead of the PlayStation's best, and laughs openly in the face of World Cup 98 and the last FIFA. As a sequel, '98 just gets better the more you play it. Love it.

RAKUGA KIDS
Score: 80% • **Issue:** 22
Release date: November
Cute *Street Fighter*-esque 2D fighter. Not to everyone's taste.

Platform / Strategy

SPACESTATION SILICON VALLEY
Score: 91% • **Issue:** 22
Release date: Out now.
Brilliant puzzle game, come bite-'em-up. We love it.

GLOVER
Score: 83% • **Issue:** 21
Release date: Out now.
Highly original platformer. Hair's breadth away from 'classic' status.

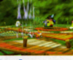


GEX 64
Score: 59% • **Issue:** 21
Release date: Out now.
We'd hoped for so much more. We were sorely disappointed.

BOMBERMAN HERO
Score: 66% • **Issue:** 21
Release date: Out now.
Further tweaks to the 3D platform game, but the multiplayer's gone for a Burton.

MISSION: IMPOSSIBLE
Score: 75% • **Issue:** 19
Release date: Out now.
Fun in segments, hair-tearingly irritating in others. Not *GoldenEye II*. At all.

STARSHOT: SPACE CIRCUS FEVER
Score: 68% • **Issue:** 22
Release date: November
Competent 3D platformer. Comes nowhere near *Banjo* or *Mario*, though.



Racing

F1 WORLD GRAND PRIX
Score: 93% • **Issue:** 20
Release date: Out now
The finest F1 sim in the world. Best played with a steering wheel.

GO! GO!


V-RALLY 99
Score: 90% • **Issue:** 22
Release date: 28/11
Great rally game. Best action racer on the N64.

F-ZERO X
Score: 91% • **Issue:** 22
Release date: Out now.
Fastest racer on earth. Great racing, great fighting and damn hard.

SCARS
Score: 79% • **Issue:** 23
Release date: November.
Futuristic racer with animals and super computers. A missed opportunity.

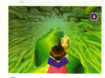


XG2
Score: 85% • Issue: 23
Release date: November.
Follow-up to last year's minor hit. Eclipsed by *F-Zero* somewhat.

RPG

THE LEGEND OF ZELDA: OCARINA OF TIME
Score: TBA • **Issue:** 23
Release date: 27th November.
Get to page 42 now.

HOLY MAGIC CENTURY
Score: 70% Issue: 23
Release date: Out now.
Competent RPG, but finished in a hurry and it shows.



Sport

ISS '98
Score: 92% • **Issue:** 20
Release date: Out now.
The finest football sim on any format and a worthy sequel.

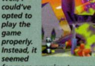
1080° SNOWBOARDING
Score: 89% • **Issue:** 21
Release date: Out now.
Again, Nintendo outslides all of the World's snowboarding games.



Andrea's six

Turok 2
WHY?
It has to be the kids really. Hearing them cry "Thankyou Turok" when you rescue them from their Dinosoid guarded cages is enough to melt the hardest of hearts. And I'm a big softie really. No, I am. Oh yes, and that cerebral bore thing. I haven't quite got the hang of it yet but Martin's promising to teach me.

Body Harvest
WHY?
Well, I could've opted to play the game properly. Instead, it seemed far more amusing to spend my time squelching the innocent humans under the huge wheels of my very heavy tank. Hours of fun, I promise you.



Rakuga Kids
WHY?
Fighting games, eh? Not really my thing. However, Rakuga Kids definitely won me over. Rotating chickens, a character called Captain Catkit – who grows a large afro and entertains with a quick tune on his maracas – and Mamezo's cute bottom wiggle. Crazy stuff!



F1 World Grand Prix
WHY?
If you're a fan of F1 then this is a game you can't be without. I'm no expert but after playing this for a few weeks I can hold my own in any Sunday afternoon post-race analysis.

Zelda
WHY?
Well, I've never had the chance to play it but who couldn't be pulled in by the hype. Never has a game been so eagerly anticipated and I'm certain that Miyamoto and his team'll deliver an absolute masterpiece.

ISS '98
WHY?
I'm rubbish at it – as Martin'll testify but ISS '98 is truly superb. Never has the feel of football been so accurately represented on a console.

Jes's six

Turok 2
WHY?
Quite simply, it's the weapons. Improving on the original's no end, they're balanced, effective and ridiculously entertaining. The huge levels, vile beasts and bladder-contractingly lovely graphics all help too.

Rakuga Kids
WHY?
Because it's mad, quite frankly. And Beartank is just so cute, blowing snot bubbles out of his nose and falling asleep. Much like Tim after his post-lunch pie, actually. Or at any other time.



Silicon Valley
WHY?
Well, coming from the ever-inventive DMA, it's chock-full of imagination, oodles of intelligence and lashings of fun. The bum-rocketed King Penguin just about sums it up, really.

F-Zero X
WHY?
Despite the perfectly judged handling, it's the pure sense of gut-churning speed that really gets me. And, being a bit thin on top (Crash Baldicoot! - Tim), I like to imagine the wind running through my hair. When I had some.

Zelda
WHY?
Oh, come on. If you think that this isn't going to be the best thing since, well, Super Mario 64, then you're quite possibly mad. Having annoyed the punters at ECTS by refusing to budge from the one machine that it was playing on, I can confirm that it's... astounding.

1080° Snowboarding
WHY?
Because Golden Forest is one of the loveliest computer-generated sights I've ever seen. And it's by far the best snowboarding game ever. Cool Boarders? Schmool Scmoarders.







Rack and ruin

Masochistic? Bit strange in the head? Drown kittens and pull the legs off spiders? Buy these games for your brother.

MORTAL KOMBAT MYTHOLOGIES
Score: 9% • Issue 11
*Take ropey animation from a sub-standard beat-'em-up. Add to level design spawned in Satan's underwear. Simmer with a gallon of incompetence and serve for £50. The most unfortunate stench to ever pollute the **N64** office.*

JEOPARDY
Score: 9% • Issue 16
Vastly incompetent game show 'game'. Pioneered the use of FMV on a console designed specifically so that we didn't have to see any of that crap any more. Like rabies, thankfully unavailable in the UK.

AERO GAUGE
Score: 10% • Issue 17
Surgically remove the fun from Wipeout and re-program with Bubbles as head coder – nice plan, ASCII. Could only have been worse if the forfeit for losing was to have the game electrocute you through the controller. Utterly vile.

PACHINKO WORLD
Score: 12% • Issue 13
Fire steel ballbearings into elaborate Bagatelle machines to win, er, more steel ballbearings. Could only have been more disappointing if it had the visual presentation of a tramp throwing up artfully in a gutter. Oh it does. Oh.

WHEEL OF FORTUNE
Score: 17% • Issue 11
Totally and utterly awful conversion of America's favourite gameshow. A turn-based monstrosity that often has you waiting for up to 15 minutes with absolutely nothing to do but stare at the vile shapes jerking about on the screen. A turd.

OFF ROAD CHALLENGE
Issue 19 • 21%
A racing game hovering very close around the borders of unplayability. Worse looking than Cruis'n USA, as badly designed as Aero Gauge and less fun than zipping up too quickly and getting your bits caught. Smelly.

Alternatively...

They might not have made it into any of the team's top sixes but they're still great games. **N64** has no qualms about also recommending...

V-Rally 99
WHY?
The N64's been short of competent driving games for so long, it's a pleasure to welcome *V-Rally* onto the machine. More than 20 different tracks in eight different countries with Rally simulation and Arcade modes, make for more of a game than *Top Gear* could ever offer.



WWF Warzone
WHY?
It's the finest wrestling game on the N64, basically. Gorgeous hi-res visuals, plenty of play options, weapons, out of ring antics and a brilliant create-a-player-mode. It might not have quite as many wrestlers as *WCW / NWO: Revenge*, but it's clearly the better of the two.

Glover
WHY?
Because it's so different to any of the other 3D platform pretenders out there. It's not *Banjo* or *Mario* (or *Donkey Kong* or *Twelve Tales: Conker 64*, when they come out next year), but it is technically accomplished, original and fun. Difficult enough to last you a while as well.

NFL Blitz
WHY?
It's American football but without the tedious stop-startery of most American football sims. If you can put up with the computer cheating in the last quarter (to make the final score as tight as possible), even non-fans will enjoy themselves (James did).

Mortal Kombat 4
WHY?
Because its the first *Mortal Kombat* for ages that's actually *tried*. The Fatalities are great fun, and whilst it's not in proper 3D it maintains the old speedy *Mortal Kombat* feel and introduces a few new tricks. Buckets more blood too.

NFL QBC 99
WHY?
The finest American football game to have existed. The graphics are gorgeous and – Martin assures us – it plays a magnificent game of the 'ol gridiron'. Ahem, yes.

1998 N64 Magazine GAME AWARDS

Issue 27 of **N64** Magazine will be the 1998 **N64** Magazine Game Awards issue, and we want you to take a major part in the voting. The award for overall best game will be voted for by **N64** Magazine Readers – all you'll have to do is decide which was the best game published between the 1st of January and 31st December 1998. We'll compile a Top 20 from your votes and present the makers of the best game with a unique prize.

Obviously, there's a bit more of 1998 to go and some, ahem, *fairly* important games for you still to play. If you are ready to vote now, though, turn to page 82 to see how you can send us your vote and maybe even win a game into the bargain.

NFL BLITZ
Score: 87% • **Issue:** 22
Release date: Out now.
Arcade take on American football. Fast-paced and fun.



MADDEN NFL 99
Score: 88% • **Issue:** 22
Release date: Out now.
Hi-res update to last year's big scorer.

NFL QUARTERBACK CLUB 99
Score: 90% • **Issue:** 23
Release date: Out now.
More hi-res American football. Spoilt for choice in this department.

WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS
Score: 49% • **Issue:** 21
Release date: Out now.
Technically ropey, but number one in a field of one.



Space in 1999!

You might want to leave some room in your rack for some games out early next year. The six titles we're most looking forward to are:

Jet Force Gemini
Release date: TBA
Rare haven't confirmed a date for their great-looking space blaster, but we wouldn't be surprised if we saw it fairly early in the new year – it looked pretty finished to us when we saw it last. Expect this to be the first really big hit of 1999 – we'll stake Jud's beard on it.

Shadowman
Release Date: May
Acclaim's darkly brilliant third-person horror fest. Word is that Nintendo are positively encouraging Iguana UK to adult things up in the game – they want the N64 to lose its (undeserved) kids image. Expect blood. And lots of it.

12 Tales: Conker 64
Release Date: TBA
Rare's second 3D platformer starring your favourite squirrel from Diddy Kong Racing. *Four-player and co-op modes aside, this looks a fairly similar game to* Banjo-Kazooie *– are Rare waiting until everyone's bought that before launching* Conker?

Hybrid Heaven
Release Date: 'Spring'
Future Looked last month, Konami's lush RPG promises to be a densely-plotted alien action game with a great mix of RPG combat techniques thrown in on top. Intriguing and coming along very nicely according to our sources at Konami.

Duke Nukem: Zero Hour
Release Date: March
Martin was mighty impressed with Duke's second outing on the N64 when he went to see it at its British developers, Eurocom. It's the Dukesters first third-person outing and you can read all about it on page 6.

Donkey Kong 64
Release Date: ?

Really? Or not? Rare's most secret of projects keeps turning up on release lists, but not one screenshot has escaped their Twycross base. The latest phantom date is 'March'. Do we believe it? The game exists, but March is a strange time to unleash such a huge title. We'll see.



VIRGIN FESTIVE BRIBE SHOCKER!

SPEND £50 AND WE'LL SLIP

Gex 3D Enter The Gecko N64

Body Harvest N64

Turok 2 Seeds Of Evil N64

Banjo-Kazooie N64

V-Rally Edition 99 N64

* See Instore For Details.

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Buck Bumble N64



1080° Snowboarding N64

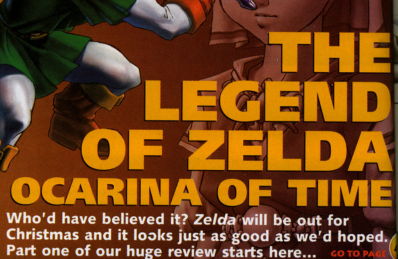


F-Zero X N64



Virgin MEGASTORES





THE LEGEND OF ZELDA
OCARINA OF TIME

Who'd have believed it? *Zelda* will be out for Christmas and it looks just as good as we'd hoped. Part one of our huge review starts here... GO TO PAGE

N64 MAGAZINE ARENA

STAR GAME

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above (STAR GAME)	*Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*
84% - 70%	*The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*
69% - 50%	*We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*
49% - 20%	*Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*
 **19% - 0%**	*The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.*



XG2

Extreme G 2 – is it better the original?



GO TO PAGE 50

WIPEOUT 64

Can the veteran keep up in the speed wars?





GO TO PAGE 68



SCARS

Mario Kart meets *Extreme G*. Almost.

GO TO PAGE 55

MADDEN NFL 99 VS NFL QUARTERBACK CLUB 99

GO TO PAGE 60

TUROK 2 UPDATE

GO TO PAGE 74

HOLY MAGIC CENTURY

GO TO PAGE 76



IMPORT ARENA

The games they're playing in America and Japan.

LET'S SMASH

Reminds us of Namco's *Smash Tennis*. A bit.



GO TO PAGE 80

HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

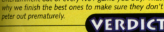
Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

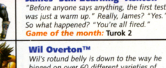


VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

Ahh, *Zelda*. *Zelda*, *Zelda*. Ahh. It's not as if Shigsy's masterpiece has been the only topic of conversation this month, but *Zelda*... Ahh.



James 'Still Learning' Ashton
"Before anyone says anything, the first test was just a warm up." Really, James? "Yes." So what happened? "You're all fired."
Game of the month: Turok 2

Wil Overton™
Wil's rotund belly is down to the way he binged on over 60 different varieties of sausage in Germany. "Burp. I feel ill."
Game of the month: Zelda

Tim Weaver
Only last week, Tim called from his holiday hideaway in Lanzarote with a special message to his fans: "@!*!"*
Game of the month: Wipeout

Martin Kitts
"My tongue. It's red. Like blood." Martin refused to comment further, and began writing in very small print in his journal.
Game of the month: Quarterback Club

Justin Webb
"It's weird, but whenever I put my Depeche Mode records on, everyone disappears to the shops." Hmm. Strange.
Game of the month: Let's Smash

Paul Jarrold
"What's that? Zelda doesn't have a multiplayer mode? So you can't all thrash me senseless at it? Ha ha! I win! Ha!"
Game of the month: Madden NFL 99

Andrea Ball
After a nasty tanning booth accident, Andrea hasn't been feeling herself this month. "I'm melting! I'm meeelltiii..."
Game of the month: SCARS

Jes Bickham
"Halloo vunce again. Ziz month I have been singing more of Barbies, no? Ja! It is true! I have! I love Breetish laydeez."
Game of the month: XG2

Mark Green
As he stands nearly nine feet tall, Mark makes his own clothes from old circus marqees. "It's nothing," he says modestly.
Game of the month: Holy Magic

Paul Edwards
Paul's flowing blond mane has put Wil's mighty hairpiece to shame this month. "I condition it five times a day!"
Game of the month: NASCAR

PREVIOUSLY IN N64 Ooooh, just about every issue ever.





△ *First up, this ain't no platform game. Jumping's automatic!*

Legend (and an interview from a couple of years back) would have us believe that Nintendo's star game designer and Mario's dad – Shigeru Miyamoto – always intended *Zelda* to be a 3D game. Only technology had ever prevented him from realising his grand vision in three dimensions. Not that, in the end, anybody really noticed; two great NES games and the incredible SNES and Game Boy versions of Link's adventures have more than proved *Zelda*'s worth in the great scheme of things (although we'll draw a discrete veil over the Philips CDI attempt).

But now the crunch has come. With a whopping 256Mbit cart to play around with, and everyone bar the office sushi lady chucking in their ten yen's worth, Shigs finally has the chance to show the world just what his fevered imagination is capable of – and prove that *Super Mario 64* won't be his only great technical and gaming milestone. Has he done it? Can you still hold your head high, safe in the knowledge that, despite all the delays and hype, your faith in Nintendo making the best games in the world has been thoroughly justified? The only way to find out is to turn the page, sit back and prepare to enter a world of magic, danger, fairies and plenty of chickens.

THE LEGEND OF OCARINA

No, stop shaking your head, it's here. It's really here. But can it possibly be The Best Game Ever™? Oooh, now there's a question.



The Legend of Zelda Ocarina of Time			
NINTENDO			
4th December	256M		1
	troller Pak XX PA	Cartridge back-up	Rumble Pak
£50			

Hey, your clothes! They're... different...
You're not from around here, are you?

△ *Like Lylat Wars, all of Zelda's cut scenes use the in-game graphics.*

◁ *No time travel just yet – this is only the Fairy Ocarina.*

ZELDA OF TIME

OCARINA PRELUDE – IMPORTANT!

Okay, so how many of you have already skipped six pages ahead to see the final score? Disappointed? Feel cheated that there are none of our usual magical numbers and percentages to base that all important purchasing decision on (as if you aren't going to buy it anyway)? Fear not, there's a reason for this, and for the first time in **N64** Magazine's history it involves us splitting a review over two issues.

All the words you read and pictures you see over the following eight pages are based on one exhausting day's play with a 95% complete, English-language, version of *Ocarina of Time*. Courtesy of Nintendo Europe, and live from their base deep in the German countryside (it's okay, though, we were allowed to sit inside), we frantically tried to experience as much of the game as possible. And while we obviously didn't feel it was fair to write a review and give a final score based on only one day with Link and co, we also wanted to share as much of this amazing game with you as possible. Next month the whole team will be getting in on the act and we'll have had long enough in Hyrule to give you the *definitive* review.

You also won't find any of the 'go here, get this' style playing tips that we often print in **N64** Magazine reviews: we're deliberately keeping everything as much under wraps as possible. Apart from the fact that even at the time of writing Miyamoto and his many minions were still busy finalising the placement of the game's many items, *Zelda* is very much a game of discovery. And after waiting as long as we all have, the last thing we want to do is spoil anyone's fun, even before you've slotted the cartridge in for the first time. Don't worry if you miss some top secrets or get a bit stuck, though, in the very near future **N64** Magazine will be running the most comprehensive guide to *Ocarina of Time* that you'll find, anywhere.

GO! GO! ▷

RETURN TO FOLLYFOOT

You may not be able to ride Epona the horse until later in the game but *Zelda's* title sequence gives you a tantalising glimpse of the equestrian treats that await (would you believe they actually built a mock-up pony to help with motion capture?). See Link as he gallops majestically across the Hyrulian landscape. See Epona rear up triumphantly like something out of an old Lloyds Bank advert. Don't, however, see Link knee-deep in horsey poop at the end of the day after a particularly strenuous canter.



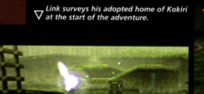




Welcome to KOKIRI FOREST



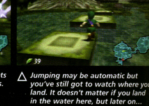
Mistily atmospheric (rather than fogged to save on processor power), Kokiri Forest has been home to Link for a good many years, even though he's Hylian rather than a native Kobold (it's all explained in the story, see). It's here that you start your adventures and where you're gently introduced to the controls and techniques that you'll need to play the game. You should make the most of this 'training' level, and talk to everyone. You won't be able to leave until you've discovered certain important items.




▽ *Link surveys his adopted home of Kokiri at the start of the adventure.*



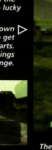
△ *Chatting with the locals gets you used to all the controls. Here you get to lift some rocks. Nice.*



△ *Jumping may be automatic but you've still got to watch where you land. It doesn't matter if you land in the water here, but later on...*

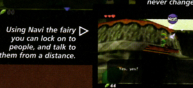


◁ *Saria seems to be your best friend in the village – lucky you.*



Chopping down bushes to get life-hearts. Some things never change. ▷





Using Navi the fairy you can lock on to people, and talk to them from a distance. ▷

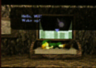


The map at the bottom right of the screen shows you where you entered a particular region, and where you are now. ▷

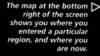
FAIRIES



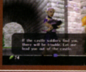
The single most important addition to *Zelda's* first N64 adventure has got to be fairies. Previously relegated to life-giving extras, they now play a significant part in the legend (and you don't even need to keep them in a bottle). If you've been following our coverage in previous issues you'll know that the most important fairy of all is Link's very own Tinkerbell – Navi. Not only does she show whether or not there's danger nearby by glowing different colours but she's a constant source of information and hints, attracting your attention with a chirpy "Hey listen!" (yep, in a real voice!). A quick tap on Top-C will then bring up whatever she's got to say.



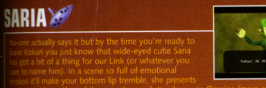
ON THE BUTTON




Despite an initially bewildering array of options, Link's control system is – as you would expect from Nintendo – surprisingly simple to learn. It's also the first time you begin to realise just how much thought has gone into the game. The genius that is the context-sensitive 'A' button makes sure that there's no fiddling about with awkward commands that you don't need all the time – if you're near someone it'll change to speak, climb a ladder and it'll give you the option to drop down, pick up a rock and pressing 'A' will throw it.



Zelda's nanny Impa looks imposing. But she's a pussycat, really. ▷



SARIA

No-one actually says it but by the time you're ready to leave Kokari you just know that wide-eyed cutie Saria has got a bit of a thing for our Link (or whatever you care to name him). In a scene so full of emotional tension it'll make your bottom lip tremble, she presents our hero with another of the game's superb touches – an Ocarina (more of which, later).





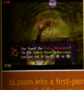
There are 12 standard Ocarina tunes to learn but just how many secret ones are there, we wonder?



Welcome to THE DEKU TREE

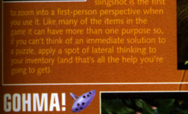
As big bits of wood with faces go, the ancient Deku Tree is a pretty active lump of lumber. This old man of Kokiri Forest gives you your first tasks, kick-starts the story off by relating the origin of the Triforce, and provides the first proper dungeon level of the game. Respect your elders and listen to him!





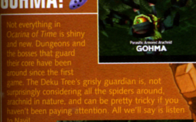
SLINGSHOT!

There are a couple of weapons you need to be equipped with by the time you get deep within the Deku Tree, but the slingshot is the first to zoom into a first-person perspective when you use it. Like many of the items in the game it can have more than one purpose so, if you can't think of an immediate solution to a puzzle, apply a spot of lateral thinking to your inventory (and that's all the help you're going to get).

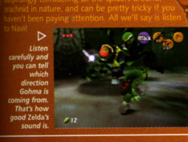




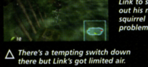
GOHMA!



Not everything in *Ocarina of Time* is shiny and new. Dungeons and the bosses that guard their core have been around since the first game. The Deku Tree's grisly guardian is, not surprisingly considering all the spiders around, arachnid in nature, and can be pretty tricky if you haven't been paying attention. All we'll say is listen to Navi!



Listen carefully and you can tell which direction Gohma is coming from. That's how good Zelda's sound is.



There's a tempting switch down there but Link's got limited air.



The Deku Tree needs Link to sort out his nasty squirrel problem.

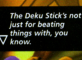


The Deku Stick's not just for beating things with, you know.



These tricky buggers have nearly robbed Link of all his heart life.







MISS MUFFET, ETC...
Spiders! They're everywhere inside the first dungeon, dropping on top of you just when you don't need it and blocking entrances left, right and centre. Especially tricky are the little eight-legged buggers blocking your way as you attempt to climb some handy vines.










GO! GO!



ALL YOU HAVE TO DO IS DREAM
Poor Link. He's only ten years old and, at the start of the game, he's already having dreams about princesses. And if seeing Zelda galloping off into the stormy night wasn't enough to give the lad a complex, everything then turns decidedly nightmarish as he comes face to face with the grinning green evil that is Gannondorf! Still, it's only a dream... or is it (*Just don't* – Ed).

Welcome to HYRULE CASTLE



It's only when you're outside of Kokiri Village that the full grandeur of Link's world really hits you. You might not notice it at first but there's none of the dreaded pop-up here, at all! A clever combination of realtime and pre-rendered graphics lets you see for what seems like miles. There's Hyrule Castle looming large in the distance and Lon Lon Ranch off to your left, but from now on you can pretty much go wherever you want.

Look, you can even see the market inside the castle walls.

The drawbridge only drops during daytime.

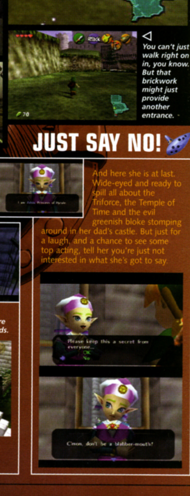
You can't just walk right on in, you know. But that brickwork might just provide another entrance.

Zelda's new mix of realtime and pre-rendered graphics.

At night, skeletons roam the land around the castle.

JUST SAY NO!

And here she is at last. Wide-eyed and ready to spill all about the Triforce, the Temple of Time and the evil greenish bloke stomping around in her dad's castle. But just for a laugh, and a chance to see some top acting, tell her you're just not interested in what she's got to say.



SNEAKING AROUND

You know where Zelda is, the castle guards just aren't that keen on letting you in to see her. Suddenly the gameplay takes on another slant as you attempt to sneak your way in without being seen.

A dip in the moat lets you avoid the gaze of the 'more than my job's worth' guards.

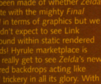
Cow boxes are just begging to be pushed.

Remember, just don't let the guards see you.

Hey you! Stop! You, kid, over there!

Too late. It only takes one glance and you're out of there.

MARKET



Much has been made of whether *Zelda* can compete with the mighty *Final Fantasy VII* in terms of graphics but we certainly didn't expect to see Link running around within static rendered backgrounds! Hyrule marketplace is where you really get to see *Zelda*'s new 'pre-rendered backdrops acting like proper 3D' trickery in all its glory. With the camera fixed at the centre of the market square Link can run a full 360° around the shops and townsfolk with the camera following him. If he ducks down an alley or heads out towards the mysterious Temple of Time on the market's outskirts, though, the camera then switches to another fixed point to view the action.





Just shoot as many items as you can before the time runs out.



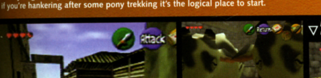
Hurrah! The return of the famous Zelda sub-games.



Everyone's got something to say.

A visit to the Happy Mask Shop can be very disturbing. That one on the left looks like Pikachu.

Just off the main square lies the Temple of Time. It's nice to visit but at this early stage you can't use it properly.



Welcome to LON LON RANCH

Whether you go to Hyrule Castle first or not, eventually you'll find a trip to Lon Lon Ranch irresistible. After all, if you're hankering after some pony trekking it's the logical place to start.



Hyrule's full of dopey looking cows.

You'll be coming back here a lot.

Link pulls the udder one (ha!).



Malon introduces you to Epona the horse. But she's a bit small.



She's also keen on getting as far away from you as possible.

No doubt she'll say something different if you haven't been to the castle yet.

A STABLE ENVIRONMENT

Explore the ranch and eventually you'll find yourself musing over the best 3D cows to ever grace a video game, as well as chewing the fat with disgruntled ranch hand, Ingo. No prizes, then, for suspecting that sometime in the future he'll be back to cause you some major Gannondorf-influenced problems. Now's also a good time to note that in many rooms you can get a birds-eye view of the proceedings by simply tapping Top-C. Neat.





IS IT A BIRD? IS IT A PLANE... NO, IT'S A SUPER CUCCO!

Fancy a spot of chicken hassling? Finding Malon's (the farm owner) super cuccos is just one of the many sub-games hidden within *Zelda*. Be warned, though, it's not easy but it is *very* addictive.

Warning! This is NOT easy. And you've only got 45 seconds to find the flippin' things!



Welcome to KARARIKO VILLAGE

Home of the Shiekahs, a tribe loyal to the Hyrulian royal family, and lots of cuccos. From here on things start to get a little more difficult for Link, especially on the Death Mountain trail that leads on from the village.





◁ Climb to the top of the tower and survey the whole of the village.

Notice how the 'A' action button changes ▽ depending on your situation.

△ What, more Cuccos? This time you've got to round them all up for this distressed owner.

You can find a route up to Death Mountain from here but there's still ▽ plenty to keep you busy in Karariko Village.

HELP US!



If you thought the spiders inside the Deku Tree were just a tad scary, nothing will prepare you for the rather disturbing horror that lies within the House of Skulltula. But all is not what it seems and you're soon set the first of the game's optional quests. Take them or leave them but you really won't be able to call the game complete until all those empty slots on the sub-quest screen are filled.



◁ No, really. It's just far too disturbing to even think about.



THE GRAVEYARD

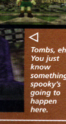
There are some top secrets to be had in Karakiro's graveyard and some fantastic use of weather effects as you get deeper within the sea of tombstones.





◁ Your first tune. Play it in the right place and all sorts of funny things happen.

Just look how far you can see into the distance. ▷



△ There's something strange going on in the graveyard. There are ghosts about.

Still more time related trickery. The day ▷ to night feature is a lot more interactive than it first appears.

◁ Tombs, eh? You just know something spooky's going to happen here.

LOOK THROUGH THE SQUARE WINDOW

Ahhh, we knew Shigsy couldn't resist shoehorning an in-joke or two into Link's adventures and a squint through a distant window in Hyrule Castle reveals the Japanese japester's handiwork to full effect. Mario found Link asleep at an inn in *Super Mario RPG* and now the favour's returned. However, any rumours about being able to change Zelda into Princess Peach will be quashed right here, right now.



BIRDS OF A FEATHER

If you're a *Zelda* veteran there's plenty in *Ocarina of Time* that you'll recognise from previous adventures, whether it be picking up maps and compasses in the dungeons or just familiar names and places. Here are a couple you might remember...

Chickens
Well it wouldn't be *Zelda* without a few feathered fowl clucking about, now would it?



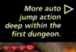
Owl
He doesn't actually say that he's the same owl that guided Link's fortunes on Kolohint Island in *Link's Awakening* but we'd put money on it. Well, a quid, anyway.







Just look at how much of the map there is left to be uncovered.



More auto jump action deep within the first dungeon.



Need to let off steam? A room full of pots? Need we say more?

So how did we get to play *Zelda* early? Well, almost unlike any game in Nintendo's history, Miyamoto and his team were still tinkering with the *Ocarina of Time* mere days before the game went into production at the Big N's cart manufacturing plant in Japan.

As a result, it wasn't possible to get early versions of the game out to the World's press and, as Nintendo are so concerned about piracy of their masterwork, they were never likely to send out development cartridges to magazines.

Fortunately for us, Nintendo Europe organised a European gamers summit, similar to the one held for American journalists, out in Redmond, Washington (as reported in **N64**/21). **N64** Magazine flew out to attend and we were one of the lucky few European magazines and journals to get a play on a very nearly complete *Legend of Zelda* development cart.

No mucking about, though. Let's get the really important question out of the way first. Does *Zelda* on the Nintendo 64 really live up to the hype and warrant the agonising wait we've had to endure for it?

Well – sigh of relief all round – yes, you need worry no longer, *The Legend of Zelda:* *Ocarina of Time* is not merely a great game but an *incredible* game. Banish any fears you may have harboured about awkward 3D cameras (it works superbly), the map not being big enough (it's huge), badly translated text (it's the best we've seen in ages) and that nasty lingering doubt about Nintendo not being able to quite hit the heady heights of their past achievements. *Zelda* is pretty much everything you thought it would be. And, dare we say it, probably a bit more as well.

But what makes it so great? Well, if you've ever played Link's adventures on the SNES or Game Boy you'll already know, because at its heart *Ocarina of Time* is just like them. Not just because it's got puzzley dungeons with big hideous bosses at the end, or loads of different items to collect and weapons to upgrade. It's not just for its stacks of memorable characters and the fact that it's got more sub-games than you can shake a triforce at, either. Nope, as naff as it may sound, *Zelda* is great because Nintendo have managed to capture that most elusive of gaming commodities – the *feel* of a *Zelda* game. Technical aspects don't come into it. Frame rates, clipping, fogging? Even thoughts about the game engine (ugggh). After five minutes in Link's world they don't even cross your mind.

MASTERY *Nintendo have managed to capture that most elusive of gaming commodities – the feel of a Zelda game.*



Saria treats Link to freshly baked currant bun. Er, or the Fairy Ocarina.

That's not to say that the game merely repeats what's gone before, though. The leap to 3D not withstanding, Miyamoto and his team have taken the standard *Zelda* premise, added a bucketload of new ideas, and twisted it through so many hoops that even if you're a Link veteran you'll still never know quite what's coming next.

Everyone's seen the horse that Link gets to gallop about on but when you actually get to meet her for the first time you realise this is no mere pick-up to just jump on and ride. She's just a foal, and one that seems intent on galloping as far away from you as possible.

Then there's the flute of the title itself – the Ocarina. Suddenly your pad stops being merely a means to control Link and becomes a musical instrument with 12 different songs to master. Items, that in other games are merely power-ups or vehicles for use in just one level, become integral to and useable throughout the whole adventure in *Zelda*.

So with this much gushing, surely there must be some downside? Will there be anyone who won't like *Zelda*? Well, it's big, and if you're a 'ten minutes-at-a-time, racing and fighting' gamer then you might think that *Zelda* requires just a little too much in the way of commitment. Not much of a criticism, though is it?

In the day we played it, we didn't find anything in *Zelda* that could seriously be called a problem. If anyone doesn't like this game, then it's video games as a whole they don't like, not *Zelda*. It appears that all the delays and the interminable waiting have simply been necessary for Miyamoto to come up with a true classic – and not (as some rumours suggested) a result of problems at Nintendo HQ.

Ultimately, we think that *Zelda* will be compared to *Mario*: a game that takes the whole idea of computer games in a new direction, and sets new standards for every other games designer to follow. This is probably the best game on the N64. Oh, what the heck! The best game on any system. There, we've said it. Letters to the usual address, please.

WIL OVERTON

N64 MAGAZINE STAR GAME

VISUALS
The stages we played were amazing and the later ones will probably be better.

SOUNDS
Loads of speech, atmospheric music. Again, what we heard was brilliant.

MASTERY
As great a milestone in gaming as *Mario*? LoZOoT could very well fit that bill.

LIFESPAN
A day's play barely scratched the surface. We believe that there's more here than in *Mario*.

VERDICT
We can't score it because we haven't finished it. If you're only going to buy one game for Christmas, though, we've got no doubt that it should be this one.

TO BE CONTINUED... Don't miss the second part of our *Legend of Zelda* review, where every single member of Team 64 will have their say.

PREVIOUSLY IN N64 We gave *XG2* the Future Look treatment in issue 20. Yes.

△ *This is a shield-replenishment thing. Yes.*

◁ *Those big beams are the new, improved side-mounted lasers. Bingo.*

N64 MAGAZINE STAR GAME

XG2			
ACCLAIM/PROBE			
November	96M		1-4
	Controller Pak 36 PAGES	~~Cartridge back~~	Rumble Pak
£40			

Having seen *XG2* in action at this year's ECTS, we have to say we were a little worried. There seemed to be little difference to last year's *Extreme G* (to which this is the sequel), and with both *F-Zero X* and *Wipeout 64* on the horizon, *XG2* looked like being the runt of the futuristic racing litter. And there's the case of THAT name. With Acclaim having declared that this is almost a completely different game from the original, and then distancing themselves further by not using the simple – and sensible – moniker of *Extreme G 2*, it appeared that we were being fobbed off with the same game under a different name. Foul play, it seemed, was certainly afoot.

And whilst Acclaim's logic is still a little wonky, we can report, with a big sigh of relief, that *XG2* is definitely better than its predecessor, and rattlingly good fun to boot. Even if it isn't a completely different game. Because it's not.

Extreme G was riddled with problems. Which isn't to say that it wasn't a good game, because it was. Colourful, inventive and wig-whippingly fast, it took *Wipeout*, chucked in some bikes and injected the engines with nitrous oxide. However, winning the game was less about skill and more a case of bouncing off the walls until


Ooh, nice. Fire those rockets in the pool. Fool. ▷

▽ *"Ha! I am the best! Ish."*

XG2

Bigger, better, faster, more? Or just too little, too late?

REASONS TO BE CHEERFUL

All of the problems in the original Extreme G – speed that flapped your cheeks rather too much for comfort and handling that was about as efficient as an underwater toaster – ensured that the multiplayer aspect of the game was rather wasted. Which was a shame, as the four-player option could well have been splendid.

As it was, the only way to get any enjoyment out of it at all was if all the participants had played the game solidly for a month, and thus reached something approximating a level of skill.

Well, all the modifications Probe have made for the sequel lend themselves to a much improved friend-against-friend ruck. The straight race option, played over the tracks you've opened up in the single player game, is a much friendlier affair, allowing for closer, and more weapon based, races. However, the real ace in XG2's multiplayer crown is the all-new Battle mode.

In the same vein as Mario Kart 64's equivalent set-up, it features a selection of all-new battle-specific arenas, but swaps cybercycles for futuristic tanks. Necessarily slower than the bikes, but sporting wonderfully sensitive handling, they're based on the designs and specifications of their main-game bike equivalents (so you can still saddle up the Honda Pantheon, Freeker or Mooga).

And, unlike in Mario Kart, it works brilliantly. This is due, in part, to a clutch of well-designed arenas (two of which are detailed below), all of which feature ramps, higher levels and hidden areas. However, its main strength is in giving full reign to the weapon based aspect of the game. The accent is, purely and simply, on blowing seven shades of shinola out of the opposition. Some of the weapons, admittedly – like the ever-useless Mortar – aren't too effective, but several of the new additions work splendidly. The Railgun, in particular, is a delight to use, spewing green neon bolts and tracking the enemy via the tank-encircling rollcage it's mounted on.

Other trusty and invaluable staples include the Multiple Missiles and Homing Rockets, which you'll come to love as fiery, pointy-ended friends o' doom.

You also get the requisite three nitros – as in the normal races – should you need to make a quick escape or boost yourself up a particularly steep ramp. Plum.




It's blimmin' great fun. Really.

RAMPANT CONSUMERISM

Futuristic racing games have always been a bit 'hip'. Man. Well, *Wipeout* is, with its neon garishness, trendy iconography and cooler-than-thou soundtrack. *XG2*, covering all bases (and, probably, its behind), features endorsements/sponsorships/advertising, whatever from Diesel, Honda and Storm. Fair enough, there's a Honda bike in the game, but the Diesel connection manifests itself in a few billboards smattered around the courses, and Storm (purveyors of fine watches), cunningly, are present in that they've got their name under the lap timer. Baffling. But pretty cool, eh? Hmmm. No.



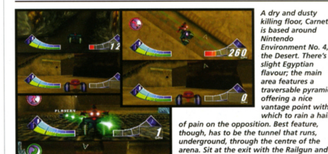
you reached the finish. It was simply too fast, and the tracks were too narrow to manoeuvre around successfully. *XG2* – and this is its crucial distinguishing point – remedies these faults.

The game, although still faster than anything bar *F-Zero X*, has been slowed down enough to allow the player to react, and learn, and generally feel in 'control'. The tracks have been widened as well which means that it's now possible to succeed at the game without careening off the walls like a Special Brew-fuelled roadrunner. Indeed, you can now even get around the track without touching the walls once – if you're good. The powerslide (operated via R) is instrumental in this respect, as it lets your bike swing its back end out and skid around corners. A modicum of suspension has been added, too, allowing for more forgiving jumps and generally better all-round performance. It's also possible to go the wrong way around the track – this was previously forbidden and adds a new dimension to the game.

And that's really the core of what makes *XG2* a better game than its older brother. There are other differences, more improvements and tweaks – which we'll come to in a minute – but developers Probe have listened to all the criticisms and made the necessary adjustments. And, as well as making for a more user-friendly game, the refined handling has a knock-on effect in other areas.

The weapons, which in the first game took a back seat to wrestling with your bike, are now of greater prominence. There's a lot more jostling for position this time around, and lining up an opponent in your sights to let rip with a fusillade of rockets is a far easier, and more tactical, prospect. Of course, the CPU-controlled bikes also have a greater chance of blowing you sky-high, and they take every opportunity to do so, the evil swines.

Carneth battle arena



A dry and dusty killing floor, Carneth is based around Nintendo Environment No. 4, the Desert. There's a slight Egyptian flavour; the main area features a traversable pyramid, offering a nice vantage point with which to rain a hail of pain on the opposition. Best feature, though, has to be the tunnel that runs, underground, through the centre of the arena. Sit at the exit with the Railgun and boom! Chafe your chum as he emerges.

That's the railgun, there. Second only to the cerebral bore. Fact!

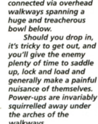
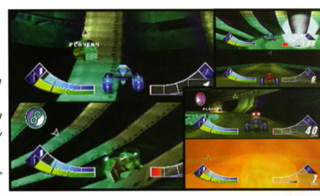


South Sea battle arena

The best of the arenas, South Sea consists of an elevated outside rim, connected via overhead walkways spanning a huge and treacherous bowl below.

Should you drop in, it's tricky to get out, and you'll give the enemy plenty of time to saddle up, lock and load and generally make a painful nuisance of themselves. Power-ups are invariably squirrelled away under the arches of the walkways.

That's it then. Trapped in a big basin o' doom.

GO! GO!

GUNS N' ROADSES
So, how do the tracks and guns measure up to *Extreme G's*? Well, most of the weapons from the original have made it through, along with a few cracking newbies. In particular, the Railgun (see 'Reasons to be Cheerful' boxout), a gun-assisted mine that sweeps shots across the track and a mighty bolt of blue energy – much like *Mario Kart's* Spiny Shell – that rampages around the track until it hits something (sometimes you). The tracks are just as turny-twisty-droppy inventive, and now sport a more detailed, darker look. Very nice indeed.

The hazy blobs that were the power-ups have been replaced with dirty great discs that you can't possibly miss. The shield-replenishment power-ups have been done away with entirely, and *XG2* now sports strips of road that, much like *F-Zero X*, repair damage. The kicker is that these are often placed above the track proper, and can only be reached by zooming up a ramp.

There's almost a totally new selection of bikes – although a few stalwarts from *Extreme G* have found their way in (notably the Mooga and Grimace) – sporting lovely sleek n' spiky shapes. The Honda Pantheon is fantastic, resembling a sparkling chrome relative of Judge Dredd's movie-version Lawmaster bike.

So then, just how good is *XG2*? By now you've probably looked at the score and, despite our saying that this is a much better game than *Extreme G*, you're probably rather surprised that we've given

MASTERY ***Think of XG2 as the game* Extreme G *should have been.***

it a lower mark. Well, the landscape of the N64 has changed in the last year. When *Extreme G* was first released, there was nothing like it on the N64 – and now? Well, we've played *F-Zero X* to death, and had some tasty experiences with *Wipeout 64*. *XG2*, as fine as it is, isn't as good as Nintendo's effort or Psygnosis' finished article. If *Extreme G* were released now, it would score much lower. Think of *XG2* as the game *Extreme G* should have been. It's polished, violent, great fun and good enough to nab the Star Game award. And that's all the recommendation you need.

JES BICKHAM





That's Tim's bucket of snot.

Swerve right! Quickly now.

The infamous Alien tunnel.



The open road, a fast bike and an arsenal of big, big guns. Nice.

Alton Towers has got nothing on this. Wheeeee! Um. Sorry.

VISUALS 8
Packed with detail and invention, but excuse the odd slowdown.

SOUNDS 8
More *Wipeout*-esque dancey-trancey beeps and boops.

MASTERY 8
There's a lot to it, and it's all done very nicely, thankyouverymuch.

LIFESPAN 8
36 tracks and excellently rejuvenated multiplayer options. Plenty to do, then.

VERDICT
A game you've seen before, but one with a new soul and a complete respray.



CHARACTER CLASS

Perhaps in a bid to add a dash of personality to the game, Probe have actually included wonkily animated drivers to each of the bikes this time around. At the bike select screen, you can see them standing by their steeds, waving cheerfully. Which is nice.

Of course, they make absolutely no difference to how the game plays, but, when you finish whichever level of the Extreme Contest you're playing, you're 'treated' to an 'amusing' little animation. Standing on a disc hovering above a pit o' flames, your little man-woman either goes a bit mad and breakdances in joy (if you've won), or, if you've lost, in a fit of sulky and petulant rage, kicks the adjacent cybercycle, overbalances and plunges downward. Soon to be followed by the said vehicle, which slides off the now-unbalanced disc. Hilarious. No, really.

The most terrifying moment of the game, though, comes right at the start. The intro demo pans away gradually to reveal a drug-addled, maniacally grinning, hunchbacked GOBLIN WOMAN, ensconced safely in her bike. The canopy lowers, she doesn't blink, move or twitch, and off she speeds. Woe betide anyone unfortunate enough to cross her cackling (we'd imagine) path. We never thought we'd say this, but it's a sight a thousand times more disturbing than that of Timber the Tiger, gyrating in an unsavoury fashion with the eyes of a madman.

All of which is to say that there's some kind of moral here. Although we're blowed if we know what it is. Don't put freaks in your game, probably.



Aaaaand off he goes. Serves him right, really.



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WOOLWORTH

PREVIOUSLY IN N64 We checked out *SCARS* in issue 20's Special Investigation.

SCARS

Super computers, animals, and racing. With guns.



If ever there was a time *not* to release a futuristic racing game, then that time is surely now. With *Wipeout 64, Extreme G 2* and the sublime *F-Zero X* all competing for whatever spare cash Britain's gamers have got left once *Zelda, Turok 2* and a memory expansion pak have been subtracted from this month's pay packet, anything that's less than awesome is simply going to get trampled underfoot in the Christmas rush.

Ubi Soft have decided to brave it though, confident that *SCARS* has the multiplayer battle-racing appeal to capture the hearts and minds – not to mention pressie money – of the hundreds of thousands of N64 owners who'll be looking for something different to play as the long nights draw in and the carol singers come a-scrounging.

But can *SCARS* cut it against such heavyweight competition? Did it fill the office with seasonal animal racing cheer? Did it have us clustered around the TV for late night battles at the expense of the latest thrilling goings on in EastEnders? Or did we just go home early for a warming bowl of pea soup and a nice cup of tea? Here's where you're going to find out...



△ Cobra car takes care of a lesser rival in explosive fashion.

△ Brrrrrm! The mammoth car is a bit slow, but it always comes off best in collisions.

▽ Driving in the dark calls for steely nerves and good headlights.





◁ You can shoot these barriers out or just hop over them.

▽ That's a good high jump from the old mammy.





◁ Three in the clip, three in the pipe. The lion car is totally tooled up here, and anyone who disagrees is getting shot.

GO! GO!

CHARGE!
If you've got the time, it's almost always prudent to fully charge your weapon before unleashing it. Seekers go further, boomerangs hit more cars, and stoppers last longer. But if you've got multiple shots with a weapon, you'll get the best value from it by using the first two or three shots as normal, then charging the last one for a final super shot.

Multiplayer

SCARS is best appreciated as a multiplayer game. All four players can choose to be the same car, so there are no arguments over who gets to play as the little quick one and who gets stuck with the fat slow one. Actually, fat and slow can be an advantage, as the heavily armoured cars don't lose as much speed when they get shot.

Nippy lightweight cars are for players who are confident of building up an early lead and staying out of trouble, but the cars behind get an automatic speed boost thanks to the handicapping system. We favour the lion and mammoth cars, for their ability to withstand collisions, and the panther for its blistering pace.



△ It's always a bit of a scramble to get the best weapons first and avoid the shield.



▽ Player one is fully loaded with boomerang shots. Shame he's languishing in last place.



△ This course has a giant corkscrew turn.

Multiplayer races in the dark are pretty tense. ▷

△ Nice sunset. Nice and orange.

The races always seem to be closely fought. ▷

Animal Arsenal

So how do the nine weapons in *SCARS* rate on **N64**'s scientifically designed Teddy scale?



Seeker

Fires a deadly, purple homing streak towards any car in front or behind. The longer you charge it up, the more lethal the purpleness. A real crowd pleaser.
Animal Racing Rating:





Boomerang

Fires a single shot three times, or three shots together, depending on how much you charge it up. Vanishes very quickly if it doesn't get a lock-on.
Animal Racing Rating:





Stinger

Fires a crackling blue electricity thing, which sits on the road waiting for a foolish computer car to blunder into it. Humans never fall for it.
Animal Racing Rating:



Bullets

Very handy, and very common. The standard bullet is the best way of knocking the wind out of any opponents following close behind.
Animal Racing Rating:





Stopper

Two no entry signs, with blue 'leccy in between. Almost exactly the same as the stinger, except it can stop more than one car before it disappears.
Animal Racing Rating:



Tracks

As you progress through the cup competitions, more of the game's nine courses become available. The later tracks tend to have multiple alternative routes and hard-to-spot shortcuts, and the computer cars aren't limited in terms of whether they choose to take the easiest route or go for the shortcuts on the last lap. To squeeze every last bit of gameplay out of the tracks, they're often repeated with different weather conditions or in mirror mode during a cup competition. You can also select a custom cup, with any combination of the available tracks and conditions you want.



Select any combination of different courses and conditions.



The boss car is always the fastest, toughest one.

Here's the course by day. Very nice.

Look, see – here it is by moonlight.

COMBOS

As well as going for a fast time, you can try for a huge score by racking up combo bonuses. You'll receive a combo bonus every time you hit several cars at once, and there are loads of sneaky tactics to be discovered which can push your high score up way past the 30,000 mark.

Charging weapons such as stoppers can be the key to grabbing big points, and using the magnet to hold your opponents up won't harm your chances of a few lovely 5x bonuses.

Animal Army

The cars are all based on real, genuine, honest-to-goodness animals, from sharks to mammoths, scorpions to rhinos. There are five available to begin with, and four hidden ones which are unlocked by beating them in an animal-on-animal showdown. To earn the right to challenge one of the hidden cars you'll have to notch up first place in the appropriate cup competition. If you beat the hidden car it'll be saved to your controller pak and you'll be able to take it into the next cup series, time trial, or multiplayer race.

Beat the scorpion for your first bonus car.



Powersliding in any car just doesn't have the necessary bite.

The mammoth car is big enough to power right through that.



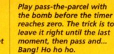
Two more secret cars left to find here.






Magnet

The last thing you want to run into, as it lifts you off the track for a moment and ruins your race. Deadlier than a FuSoYa fridge magnet review.
Animal racing rating:



Time Bomb

Play pass-the-parcel with the bomb before the timer reaches zero. The trick is to leave it right until the last moment, then pass and... Bang! Ho ho ho.
Animal racing rating:



Turbo

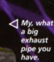
Gives you either three short bursts of speed or one massive one that'll have you bouncing all over the track. Or, sneakily, two babies and a big 'un.
Animal racing rating:

Shield

Prevents you from firing any other weapons. If you see yourself heading towards a shield icon, slam on the handbrakes pronto. Dumptastic!
Animal racing rating:



Jaws on wheels. Da da... Da da... Da da, dum dum etc.

My, what a big exhaust pipe you have.




GO! GO!

BONUS POINTS
As well as the basic grand prix system of ten points for a win, six for second place, and so on, there are also bonus points awarded for getting the fastest lap, being excessively aggressive, and completing a race without taking any damage. The first two are easy enough to get, but as for the last one...

It's almost impossible to complete a single lap without getting hit at least once, let alone an entire four-lap race. Maybe there's a technique we're missing (probably involving the useless shield power-up), but unless you can build up a massive lead, you'll just have to hang around at the back of the pack and stay out of trouble.

SCARS is a game with a dual personality. On the one hand it's a brash, arrogant poser, the coolest guy in town, cruising around in a convertible Merc with the stereo pumping, gold medallions gleaming in the sun. On the other hand, if you look a little closer, you'll see that those gold medallions are just chocolate coins, tied on with tinsel. Listen harder, and beneath the thumping beats of Fatboy Slim and the Propellerheads, you might just be able to make out the faint strains of Barbie Girl.

The game is particularly strong on visual appeal. The tracks look about as solid as it's possible for polygon models to get, and they twist, turn, and dip enough to disguise any unnecessary pop-up without resorting to fogging. They look nicely varied too, not just between courses, but from one corner to the next, thanks to the large number of different textures used and the amount of trackside detail. The cars are equally convincing, thanks to the nice shiny highlights on them and despite the clunky sprites used for the wheels. There's a good headlight effect thrown in as well which can be dipped or full beam, although it's never quite as realistic as the one in *V-Rally*.

The problem is that it can all seem a bit superficial. The cars are pleasingly chunky and they look like they've been buffed up with a vat of Turtle Wax, but they've got no real personality. The tracks are big, brash, and beautiful, but none of them present anything like the sort of heart-pounding racing challenge seen throughout *F-Zero X*. Sometimes it's all too easy to tell, when a course is sending you on an awkward 180° downwards spiral, that it's not a cunning gameplay device but an attempt to prevent the camera from displaying too many objects on the screen at once and slowing the whole thing down. Okay, so nobody wants a racing game that chugs along when it comes to a complicated part of the track, but perhaps a little less detail in the graphics would have freed the designers to create more 'pure' racing sections – a few tricky S-bends, critical jumps, and so on.

Maybe the technical limits imposed on the course design wouldn't have mattered so much if the cars handled more assertively. Some real bite when cornering wouldn't have gone amiss, and the sweeping bends are just begging for something like the famous joystick-waggling turbo turn – a *Mario Kart* feature which has, uniquely, never been copied by anyone else.

To its credit, *SCARS* borrows plenty of other bits from *Mario Kart* and Vivid Image's own *Street Racer*, and it's these moments which save the game from a one-way ticket to Dullsville and make it a reasonable alternative to the likes of *Wipeout 64* and *Extreme G 2*.

VISUALS UFOs, flashing lights, floaty underwater stuff, and an excellent shark in a fishtank.

First and foremost, the multiplayer game is finely judged and well balanced. There's a catch-up handicap system to prevent anyone from building up too much of a lead, so slower players will find their speed boosted when they drop off the pace. Weapons are chosen by the player, not the computer, so the player in first place can pick up the same power-ups as the player in last – some of them are of little use if you're in front, and others work best when you're in the middle of a pack of cars. Also, the way the different cars suit different playing styles and abilities is a nice touch, and one which is seldom carried off to any great effect in the majority of racing games.

Secondly, the solo game is difficult enough to prevent you whizzing through it on the first day or two. The races are always closely fought, and the boss cars race an almost perfect race every time, so expert use of weaponry is essential. Once the game has been beaten and all four hidden cars have been collected, there's always the option to increase the game speed to Master level, and the time trial mode to add a long term challenge.

And finally, there's the appeal of the sparkly, spangly graphics. While the hardware-spanking visuals haven't exactly helped add to the gameplay, at least it means there's always something pretty to look at. UFOs, flashing lights, floaty underwater stuff, and an excellent shark in a fishtank, amongst other things.

Just watch out those medallions don't melt down the front of your nice silk shirt.

MARTIN KITTS



Look out for a refugee from The Abyss in this underwater course.

Pressing Bottom-C gives you a handy rear view so you can shoot behind you.

Cobra car decides to 'large it' with a couple of well-placed bullets.



That's the rear view. Look at the headlights there. Luvverly stuff.



Invisible barriers prevent you falling off the side.

VISUALS 8
Solid, shiny, lavishly detailed, but a little short of personality.

SOUNDS 5
Nasty Euro techno pop. Turn it right the way down.

MASTERY 7
Technically, highly accomplished. The car handling could use a little tweaking though.

LIFESPAN 7
Four-player races will keep you going, as will the time trials and boss challenges.

VERDICT
A bit of a missed opportunity. Fun to play, great to look at, but ultimately not quite the Wipeout-thrasher it could have been.

79%



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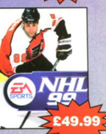
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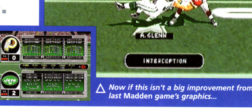
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PREVIOUSLY IN N64 We previewed *Madden 99* back in issue 19.

Time to be afraid! The World's biggest American football games are standing toe-to-toe and giving each other the evil eye.





Now if this isn't a big improvement from the last Madden game's graphics...

Madden NFL 99			
EA			
Out now	96M		1-4
	Controller Pak 123 PAGES	Cartridge back	Rumble Pak
	£40		



MADDEN

N64 MAGAZINE HEAD TO HEAD You need look no further to discover which American football game is worthy of a place in your treasured **N64** storage rack.

NFL QUARTERBACK CLUB 99



NFL Quarterback Club 99			
ACCLAIM			
Out now	96M		1-4
	Controller Pak 123 PAGES	Cartridge back	Rumble Pak
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Cast your minds all the way back to Christmas 1997, and you might recall a heavyweight head-to-head between the would-be kings of the N64 American football scene: *Madden 64* and *NFL Quarterback Club 98*.

QBC scored a healthy 86%, but it was *Madden* which emerged as a clear winner in the ratings with a mighty 92% and the accolade Best American Football Game Ever. But the tables were turned in the sales charts, as *Madden's* tried and tested gameplay was kicked into touch by *QBC's* silky hi-res graphics (the first on the N64) and its all-important official NFL licence.

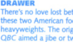
A year later, and *Madden* has picked itself up, dusted itself down, and returned with a brand new hi-res mode of its very own, an improved set of options and stats, and the licence to use all the official team names and players from the NFL. Electronic Arts are confident that *Madden NFL 99* will be enough to put the series back at the top of the pile.

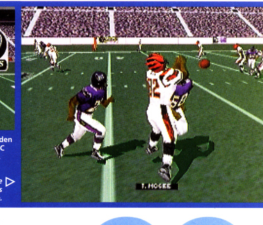
But Acclaim haven't been resting on their laurels over the past twelve months. Having developed a second-generation hi-res engine for *All Star Baseball*, they've been enhancing it still further for use with their own gridiron sequel, *NFL Quarterback Club 99* and, as is becoming a bit of a tradition at **N64** Magazine, it's time for another Christmas showdown between the Big Two.

PREVIOUSLY IN N64 And we previewed *NFL Quarterback Club 99* back in issue 21.



Madden's camera system is slightly more intelligent then QBC's – there are some good TV-style cuts and angles.





Calling the toss in Madden looks good, but the QBC equivalent outshines it.

Will he make it? A fine example of Madden's fantastic replay mode.

BACK IN THE KNIFE DRAWER

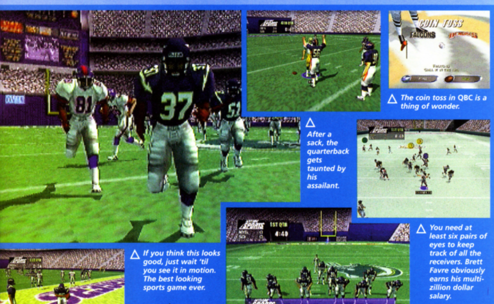
There's no love lost between these two American football heavyweights. The original *QBC* aimed a jibe or two at EA with banners and billboards around the stadiums, and *Madden 99* replies in the secret Tiburon arena (type OURHOUSE into the code screen to unlock it), with a scoreboard reading "Clubs are for dancing and meeting women. This is real football". Iguana's unfortunately named Iggy Stadium doesn't actually include any spitefulness at all. Over confidence perhaps, or are the sly little digs hidden away somewhere else?



NFL 99

N64 HEAD TO HEAD MADDEN NFL 99 △ NFL QUARTERBACK CLUB 99 ▽





The coin toss in QBC is a thing of wonder.

After a sack, the quarterback gets taunted by his assailant.

You need at least six pairs of eyes to keep track of all the receivers. Brett Favre obviously earns his multi-zillion dollar salary.

If you think this looks good, just wait 'til you see it in motion. The best looking sports game ever.

There's now a whole heap of touchdown celebration dances to marvel at.

Some things, such as fumbles, are totally out of your control.

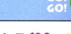
SOUNDS GOOD

Commentary in American football games is crucial if you're a little unsure about what's going on, and although both games feature expert analysis, *QBC* really wipes the floor with *Madden* in the aural department. The *QBC* commentary duo are lively and informative, and thanks to Iguana's voice compression system they've got plenty to say, jabbering away after every play and offering useful advice.

Madden, on the other hand, is as quiet as a mouse for most of the game, rarely saying anything at all. Even the crowd noise is subdued, and you don't get the same sort of big game atmosphere as you do in *QBC*.



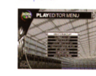
GO! GO!





CALL THE SHOTS

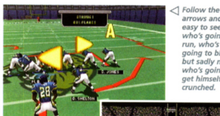
Madden features a handy play designer. It doesn't allow as much freedom as the one in *NFL Blitz* – after all, *Madden* has to shift far more players and data – but it's a great option. You can assign one of a number of preset patterns to every player in the chosen formation, test and fine tune your creation on the practice field, give it a name, and save it to your own personal custom playbook, which is loaded from the memory pak along with your user profile.



Features

Practice

Madden's practice mode features a giant play diagram mapped on the pitch to show you exactly where your team mates are going to run. It makes learning even the most complicated plays very simple indeed, and is a great 'hands-on' way of showing you what all the little colours and symbols on the play diagrams actually mean.



◁ *Follow the arrows and it's easy to see who's going to run, who's going to block, but sadly not who's going to get himself crunched.*

When you're familiar with the plays, have a word with your team mates and tell them. ▷

Instant replay

Whenever there's a big play, a touchdown, or a particularly crunching tackle, the game switches to an intelligent instant replay mode. Intelligent? Well, if it was a huge pass, the camera will zoom out to fit all the action on the screen. If it was a storming run, you'll get a player's eye view from the helmet cam.

◁ *The camera automatically gives you views like this.*



N64 HEAD TO HEAD MADDEN NFL 99 △ NFL QUARTERBACK CLUB 99 ▽

EXPANSION BAY PAKKERS

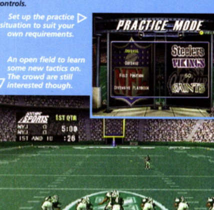
QBC does use the RAM Expansion Pak, but not to enhance the graphics. Installing the pak enables more of the game code to be loaded into memory at once, so the players can run more complex plays with a higher level of intelligence. It's unlikely you'll notice all that much difference, except in the replay mode where the pak allows up to 90 seconds of action to be stored.

Practice

Last year's QBC suffered from the lack of a practice mode, forcing you to experiment with different plays in the unforgiving atmosphere of a full game. This time the designers have rectified that mistake and included a simple practice option where you can fine tune your tactics and mess around with the controls.

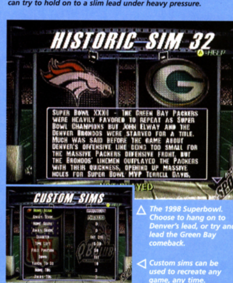
Set up the practice situation to suit your own requirements. ▷

An open field to learn some new tactics on. The crowd are still interested though. ▽



Scenario

The historic simulation mode returns with 32 new scenarios, including last season's Superbowl upset. Surprisingly, you can choose to play as either side, so you can play the scenario as the determined underdog and fight for a last-minute victory, or you can try to hold on to a slim lead under heavy pressure.



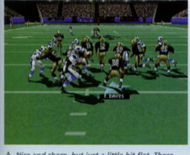
△ *The 1998 Superbowl. Choose to hang on to Denver's lead, or try and lead the Green Bay comeback.*

◁ *Custom sims can be used to recreate any game, any time.*

Graphics

Hi-res

It's EA's first stab at a hi-res football game, and although it's a decent first effort, it just doesn't compare to QBC in terms of detail or clarity. The logos on the pitches look chunky and out of place, and there is a noticeable lack of variety in the textures used. The fact that the linesmen are flat sprites doesn't help, either.



△ Nice and sharp, but just a little bit flat. There are no swirling cloud textures in the sky, no Jumbotron screens in the stands, and the guys with the markers look like cardboard cutouts.

Animation

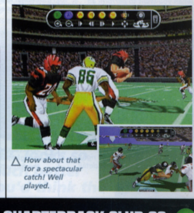
There are plenty of different animations, although the game does seem to suffer from the old FIFA disease of forcing you to watch a whole section of motion capture before you can start another move. The touchdown celebrations are pretty good, but the referee looks like he's suffering from a painful bout of arthritis.



◁ There are lots of extra little animations when the play has finished.

Replay mode

The graphics might be a bit on the bland side, but at least the replay mode is smooth and easy to use. In fact it's almost identical to QBC's one, albeit without the option to raise and lower the camera. It's just a shame that there isn't really that much to gawp at when you slow it all down.

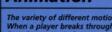


△ How about that for a spectacular catch! Well played.

N64 HEAD TO HEAD MADDEN NFL 99 △ NFL QUARTERBACK CLUB 99 ▽

Hi-res

Iguana are the undisputed masters of the N64's hi-res modes, and QBC 99 contains some of their sharpest, most realistic visuals yet. The stadiums are modelled in a similar style to All Star Baseball, with video screens dotted around displaying the action in miniature, and seamless soft-skinned players.



△ It looks real. Right down to the way the lines actually appear like chalk marks on the grass.



◁ The player models are simply amazing.

Animation

The variety of different motion captures is staggering. When a player breaks through a tackle he stumbles for a few paces before regaining his balance; the quarterback looks at the running back before faking a hand off and stepping back; players will shrug and stare angrily when they miss a pass.



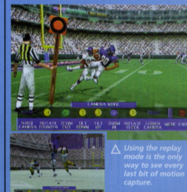
◁ There's always plenty of action happening off the ball – little scuffles, defenders trying to cover two players at once, players falling over...

▽ Over here! Over here! The receivers wave at the quarterback to attract his attention. Very useful.



Replay mode

With such a rich variety of animation, the best way to appreciate it in full is by using the replay mode. Move the camera around and you'll notice little details such as the logo on the ball, and the way the ball is actually caught and held by the receivers instead of being magically 'beamed' into their hands.



△ Using the replay mode is the only way to see every last bit of motion capture.

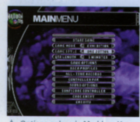
Looks like he'll ▷ catch that one, but he's about to get flattened by the defence.



Gameplay

1-button mode

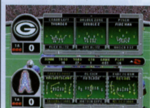
If you're a bit of a duffer when it comes to choosing which receiver you should pass to – so many options! – or remembering which button is turbo and which one is dive, the one-button mode removes any confusion. Just press the button when you want to perform an action of any kind, and the N64 will pick the best option for you.



Options galore in Madden. You can customise the game right down to the last tiniest detail.

Arcade

Setting the game to arcade mode reduces the number of different screens you have to go through to select your play, and speeds up the gameplay. Like one-button mode, it's a useful idea to ease you into the game, but most players will probably opt for the traditional Madden control method – it's much easier to learn than QBC's.

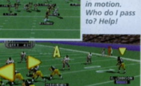


Select arcade mode and you skip straight to this play menu, bypassing the formation selection screen.

Passing

BEST FOR PASSING

The passing game is still the best way to make progress in Madden. The Z and R buttons pan the display to either side for a quick glance across the line, and a different button icon appears over each receiver's head. Quick short passes are the safest bet, as the computer is a dab hand at intercepting the long ones.



Three receivers in motion. Who do I pass to? Help!

Rushing

It's possible to power through weak tackles and scatter the defensive line if you're lucky, but once an opponent gets a hold of your player and a tackle animation begins, you can't break out of it. There aren't that many different moves either (only hurdle, spin and dive), so rushing plays are a bit limited once you've got hold of the ball.



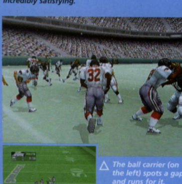
That looks like it's really going to hurt, but don't worry – his head will cushion his fall.

N64 HEAD TO HEAD MADDEN NFL 99 △ NFL QUARTERBACK CLUB 99 ▽

Rushing

BEST FOR RUSHING

The rushing game is a huge improvement from the last QBC game. Players actually look like they're making tackles now, instead of bouncing off each other. If a weedy player tackles a giant running back around the ankles, he'll find himself dragged up the field and into (cough) a whole world of hurt. There are twice as many different moves as Madden (hurdle, spin, juke, hand-off and two kinds of dive), so there's more scope to continue a powerful run well into the opposition's territory. Barging through the opposition's defence is incredibly satisfying.



The ball carrier (on the left) spots a gap and runs for it.

Any successful run is partly down to good blocking.

Passing

Pressing R pulls the camera right back to get a view of the entire width of the field, and little N64 buttons appear over the heads of the receivers so you can tell who's who. It works exactly the same as last year's QBC, except the vastly improved realism of the game means that the receivers have to be positioned more carefully to make the catch. To make things a bit easier, the players will wave frantically to grab your attention when they're unmarked.

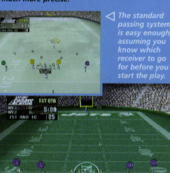


You can actually select this view as a permanent fixture, but it'll make you dizzy.

Perfect – this quarterback's got an arm like a cannon.

Analogue mode

By switching to analogue mode, you can pass to the receiver you're facing using just one button, as in NFL Blitz. Madden also includes a similar option, but it isn't likely to be used very much in either game, as the standard 'buttons' passing method is so much more precise.



The standard passing system is easy enough, assuming you know which receiver to go for before you start the play.

Just point at the receiver and press the button.

You can change modes at any time.

△ The Jets are just as feeble in video games as they are in real life.

▽ Every team has a unique playbook, and you can even create your own.

For the second year running, *Quarterback Club* looks so much better than *Madden* you'd almost think the two games were running on completely different consoles.

Madden has made big visual improvements since last year's decidedly rough looking outing, but it hasn't kept pace with *QBC*'s technological advances. *QBC* copes effortlessly with hi-res graphics, using so many incidental bits of animation that the game looks real even when the players are just lining up for the start of the next play – the defenders look around and point out the danger men to their team mates, the quarterback shouts instructions, the receivers rock on their heels, ready for action... There must be more motion capture in there than in any other N64 game so far.

Madden looks good, but it's nowhere near as polished, and the developers have had to sacrifice a lot of detail to get it running in hi-res.

Both games are prone to suffering from a drop in frame rates when trying to display all the players at once, but fortunately it doesn't affect the gameplay too much. *Madden*'s trusted system has hardly changed since it first moved to 3D on the PlayStation years ago, and with good reason – there's absolutely nothing seriously wrong with it. It plays a really nicely balanced game of football, and the artificial intelligence is as smart as it's ever been.

Quarterback Club has made more significant changes, most notably in the running game, which is much more solid. Passing is difficult to get the hang of because the ball has to go directly into the receiver's hands to make a successful catch, unlike *Madden* which surrounds the players with a magical catching zone, so you don't have to be as accurate with your positioning. *QBC* is all about realism though, and it tends to reward the kind of attritional running game that most teams go for in real life. The computer is quick to learn your style, so you'll have to be as wily as a real NFL coach and use a good mixture of short passes, runs to either side, and the occasional long bomb if you're going to have any success.

Comparatively speaking, *Madden* is more of an arcadey kind of game. It doesn't have as many different moves to learn (*QBC* uses every button on the pad), and consequently it's much easier to pick up and play. But what it gains in ease of use, it loses when it comes to the satisfaction of pulling off a spectacular play. When you catch a 30-yarder, break through a tackle, and dive into the endzone in *QBC*, you know it was entirely down to your own skill and judgement. When something like that happens in *Madden*, you're never quite sure how much of a debt you owe to the friendly assistance of the CPU.

VISUALS ***QBC looks so much better than Madden you'd think the games were running on different consoles.***

Despite the differences in playing style, the games have many features in common. They both have character creation modes, a wealth of teams to choose from, customisable playbooks, tournaments, stadiums, cheat codes, and the usual vast array of little extras. *QBC*'s menu screens are much clearer and more pleasing to the eye, but *Madden* just about has the edge in terms of the number and variety of options, and the degree to which you can tailor the game to suit your own requirements. The amount of data you can mess about with in both games means that you'll have to use more than one memory pak (or risk trusting hours of progress to a temperamental third-party high-capacity pak) if you want to use all the different options.

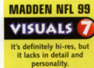
Both *Madden* and *QBC* are dauntingly huge games, and either one will last you at least until next Christmas's update. Whichever one you go for, you certainly won't be disappointed, but for our money *QBC* is marginally better value. It's been given a more thorough makeover than *Madden*, it plays a more measured game of football, and it's a lot more atmospheric. *Madden* is still great stuff, but it hasn't really changed significantly enough to warrant another 92% rating. So we'll lop off four of those marks and pass them on to *Quarterback Club*, which has addressed all of its gameplay flaws from last year, and is now, in our opinion, the new benchmark in American football sims.

MARTIN KITTS

△ Green Bay exact a bit of revenge for last season's Superbowl.

Dan Marino, ▷ moments before being stretchered off.

You even get dancing girls in QBC. They aren't the prettiest ▽ things in the world.



MADDEN NFL 99

VISUALS 7
It's definitely hi-res, but it lacks in detail and personality.

SOUNDS 5
Surprisingly quiet. John Madden has never sounded so subdued.

MASTERY 8
The control system has once again withstood the test of time.

LIFESPAN 9
More options and game modes than you could possibly ever use.

VERDICT
Madden hasn't sold millions of copies by accident, and this is the best version yet.

88%

NFL QUARTERBACK CLUB 99

9 VISUALS
More attention to detail than any other sports game so far.

8 SOUNDS
Useful commentary, and a tune by Fluke, straight from Wipeout.

8 MASTERY
A vast improvement in graphics, sound and gameplay.

8 LIFESPAN
It's a lot harder than *Madden*, and mastering the passing system will eat up days and weeks.

VERDICT
Sets the new standard for American football. Beautiful and thorough.

90%

PREVIOUSLY IN N64 We reviewed the American version of *NASCAR* in the last issue.

NASCAR 99				
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◁ Crash-tastic! About as exciting as NASCAR gets.

△ "Whoa, Cletus! Would you look at... zzzzzz".

NASCAR 99



VISUALS 5
It's, you know, *fine*. But, it's more PlayStation than N64.

SOUNDS 4
The engines are a swarm of bees with a mission to pursue you relentlessly.

MASTERY 5
Again, its PlayStation origins shine through. Luxuriantly average.

LIFESPAN 5
The two-player mode *might* – just *might* – redeem it. A bit.

VERDICT
Not badly programmed. Just incredibly dull. And it's got Dick Trickle in it.

59%

Round and round and round again...

△ Visually appealing, eh? Shame it's a lame old dog to play. Woof woof.

The National Advancement of Stunningly Circular Automobile Racing (note: this may be untrue) has been around for donkey's years in the States, aiding insomniacs and helping depressants take those final steps towards suicide.

It's also been plaguing the PlayStation like a hideously itchy rash – in the form of a *fully licensed*, er, *thing* – for the past three years. First time out, it was, you know, *okay*. It lacked a bit of pizzazz, but it was alright. Second time, it was slightly less acceptable and the fact that you raced on tracks that were entirely oval – with lap counts somewhere up around the 390 mark – suddenly became worryingly obvious. Third time out – that's *NASCAR 99*, to you and me – it's just abominably dull. Plain and simple, really.

See, it's not that these games are technically woeful. Far from it. *NASCAR* is visually accomplished (even though it doesn't deal with anything too complicated) and comes complete with ultra-realistic car physics and some pretty handy track detail on more diverse courses like Sears Point. It's also got a commendable amount of speed and a fair sprinkling of sampled 'speech', with "woooooah!", "oooooh" and, er, "woooooah!" particular favourites.

However, it's crippled by the fact that it's so utterly boring. Of the 17 courses, 15 are just h-u-g-e ovals. Even the Indianapolis track – made to look like the most exciting thing on Earth in Cruise-a-thon, Days of Thunder – is just four very wide turns and two *looooooong* straights. There're some smashes along the way – though, as far as excitement is concerned, nowhere near enough – but, more often, there's just frustrating realignment as your car inevitably 'drifts' without you even moving the analogue. Which isn't ideal.

Another firm nail in its already fully-furnished coffin has to be the behaviour of the other cars. Or, rather, lack of it. The AI the drivers seem to have been lumbered with is Neanderthal at best. As you pelt round at 100mph, they'll occasionally attempt to shove into you, then, when that doesn't work, they'll kindly move out of the way and let you pass. More often, they won't actually do *anything*. They'll just keep to the same racing line, completely independent to yours, and hope for the best. Subsequently, *NASCAR* comes across as being a lesson in how to drive very, very sensibly. Or, more probably, 30 not-very-confident drivers taking their test.

Which leads *NASCAR* to its natural conclusion: you start a race and, by the time you finish, you're 50 years old, with three kids and a semi-detached in Welwyn Garden City.

TIM WEAVER



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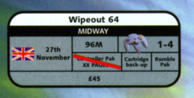
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PREVIOUSLY IN N64 *We exclusively previewed Wipeout 64 in N64/20. That's partying!*

Shiiiwooosh! It's faster, smoother and harder than ever, it's...



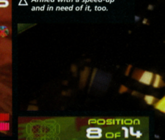
WIPEOUT





△ *Armed with a speed-up and in need of it, too.*





△ *The Autopilot is a beaut to use in windy sections.*

Lighting effects well up to par. ▷







CHANGING VROOM
Since our preview in **N64**/20, *Wipeout* has changed a little. Most noticeably, the super-tough edge has been taken off so that, whilst it's still *incredibly* tricky, the aggressive nature of the CPU opponents – where they steadfastly refuse to let you pass – has been cut out. They'll still give you a run for your money, mind, but they'll relent if you're in full flow. Handy!

◁ *When your missiles hit home you'll be as happy as a sand boy.*

▽ *Where F-Zero dispensed with the detail, Wipeout has played on it.*

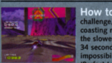
There's nothing like a bit of competition for places. Which, handily enough, is exactly what we've got here with three future racers of the very highest order appearing on our marble doorstep within the space of a month. One's significantly better than the others, admittedly, but even so... what we lack in *Gran Turismo*-a-likes, we make up for here, eh?

Here's what you'll have determined so far: *F-Zero X* powered its way to a tasty 91% in last issue's rigorous PAL review, while *XG2* managed to notch up a perfectly respectable 85% on page 50. Which just leaves *Wipeout 64*. Third in the reviewing scheme of things but, by no stretch of a sizeable imagination, third in order of merit. As you're about to find out.

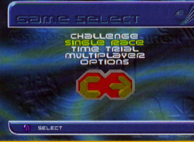
The *Wipeout* games have a history *almost* as illustrious as *F-Zero*. The PlayStation versions – of which there were two – were universally adored when they turned up on Sony's machine. Version *2097* was undoubtedly better, but both games took the template laid down by Nintendo's original *F-Zero* on the SNES and turned out a future racer faster, smoother and floatier than a rocket-powered skunk. *Wipeout 64*, then, is the next stage. Again, it's challenging an *F-Zero* game head on, and again it's bigger and better than before. But, can it possibly surpass Nintendo's latest thousand mile an hour traffic jam? Read on...

GO! GO! ▷

SHEER CLASS
The racing class and craft set-up remains the same as in the PlayStation versions. Racing class determines how fast the race is *overall* – so Vector, regardless of what craft you have, slows proceedings down a little, while Phantom turns it into a face-melting, mistaken-laden pace-fest – while the craft you choose varies the amount of control and 'turn' you have, as well as the top speeds you can reach. Here's how it breaks down in order of speed:
RACING CLASS: Vector, Venom, Rapier, Phantom.
CRAFT: Feisar, AG Systems, Auricom, Qirex, Piranha II (Secret)



THE NAME OF THE GAME



It's obvious that *Wipeout 64* lacks the sheer volume of tracks sported by the opposition. But, there's some extra stuff under the bonnet to make up for it...

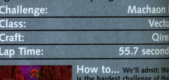
Single Race

Vital in order to gain a meticulous knowledge of the courses, the Single Race allows you to play any track you want with whatever craft or class you fancy. And that's pretty much that.



Time Trial

Traditional, this. Each track has a set lap time and your objective is to break that and then go on to constantly better yours. The ghost updates every lap and kicks in as soon as you cross the start/finish line. Set a good lap time and then watch your mates try to beat it. Keep an eye on the top left hand corner for an idea of how far in front or behind the ghost you are.



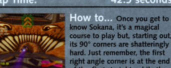
THE GOOD SIX GUIDE

F-Zero had 24 plus a random generator, while *XG2* had 36 variations. *Wipeout 64* has just the six. Fortunately, it's quality not quantity that matters round here. So, as you take to the courses, here's some challenges to get you going. Let us know how you get on, eh?

Challenge:	Klies Bridge
Class:	Vector
Craft:	Auricom
Lap Time:	34.5 seconds

How to... A pretty simple challenge, particularly as you're coasting round Klies Bridge in the slowest class. In fact, a sub-34 seconds time wouldn't be an impossibility if you attained a 'Perfect Lap' (i.e. where you don't scrape the sides once). Remember, the tunnel goes in a reverse S-shape so, when it all goes dark, touch the analogue to the right.

Challenge:	Sokana
Class:	Venom
Craft:	AG Systems
Lap Time:	42.5 seconds



How to... Once you get to know Sokana, it's a magical course to play but, starting out, its 90° corners are shatteringly hard. Just remember, the first right angle corner is at the end of the *first* straight, while the tunnel half way round veers immediately into a sharp right turn as you enter it. 42.5 seconds is *faaairly* generous, but still a challenge.

Challenge:	Machaon II
Class:	Vector
Craft:	Qirex
Lap Time:	55.7 seconds

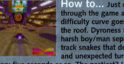
How to... We'll admit: this is the hardest challenge of the lot. Machaon II's designer was obviously Satan himself, as it's a Grade A nightmare. Corners come out of nowhere (the right hand turn at the top of the big hill being the worst) and the path weaves from left to right almost constantly. Anywhere just under the minute barrier is a highly respectable attempt.

Challenge:	Qoron IV
Class:	Phantom
Craft:	Feisar
Lap Time:	31.3 seconds



How to... The Feisar is a strange craft to race with in Phantom as it means you're piloting the slowest craft in the fastest racing class. Subsequently, speeds meet somewhere in the middle. With Qoron IV, it's very difficult to stay central as the track is an almost constant 'turn'. This is where the reliability of the Feisar kicks in: it's slower, but more balanced.

Challenge:	Dyroness
Class:	Venom
Craft:	AG Systems
Lap Time:	33.2 seconds



How to... Just over halfway through the game and the difficulty curve goes through the roof. Dyroness is a suitably harsh boy/man separator with track snakes that defy belief and unexpected turns cropping up every five seconds or so. The nastiest? Undoubtedly, the 90°-er at the end of the 'moving' tunnel. Catch the speed-up's and yank the craft rightwards.

Challenge:	Terafumos
Class:	Rapier
Craft:	Qirex
Lap	Time: 37.9

How to... A brilliant ending to the default courses. Okay, it's hard (as if you expected anything less) but it's not as unfair as Machaon II. There's some nasty corners but it does, at least, give you some warning, leaving Terafumos as the ultimate *Wipeout* course: brilliant for 'swinging' the craft round and exceptional for the ultimate top speed/control combo.



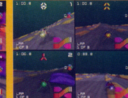
Multiplayer

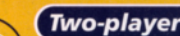
Four-player

Psygnosis always fancied doing a four-player game on the PlayStation, so now they've finally been given the chance. And the result? Well, not bad. They've come up against the old 'speed/background detail' problem and in order to keep four craft rattling along at 200mph, they've had to fog up the track a good 'un. As a result, it's often difficult to gauge where the track's going and who exactly is who. Pity, that.











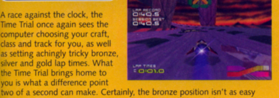
Two-player





The speed of the two-player game is the most staggering thing, especially given the fact that the backgrounds and environmental detail aren't sacrificed at all. And, to get the best out of the mano-a-mano scrap to the death, you really need to get to know the courses properly. Once there's two of you with Qoron IV etched on your brain like an Ordnance Survey map, battles become fantastic. A bit of a winner, and certainly puts the likes of *V-Rally* to shame.

Time Trial



A race against the clock, the Time Trial once again sees the computer choosing your craft, class and track for you, as well as setting achingly tricky bronze, silver and gold lap times. What the Time Trial brings home to you is what a difference point two of a second can make. Certainly, the bronze position isn't as easy to achieve as it is in Race Mode. In fact, this could be as life-swallowingly challenging as *Mario Kart* all those years back.

Race





This is as close to an honest-to-goodness Championship as *Wipeout 64* gets. With six separate challenges, Race sees you having to compete against CPU opponents and finish in one of the top three positions. The difficulty comes with the fact that the computer determines what craft, class and track you'll race with. The challenges obviously get harder as you get further into the game with, for example, the fifth option pitting you against the pure evil of Machaon II inside a Qirex. Get used to seeing third as the first and second-placed crafts make mistakes about as often as Bobby Davro makes a genuinely amusing gag. The computer also specifies weapons for you or, for some of the challenges, takes them away completely.

Challenge Mode



Weapons

We'll be honest, we're not sure this works quite as well as it should. Or, at least, we can't love it in the same way we do the Race and Time Trial options. It's a clever idea – take out one, two or three opponents, whilst keeping within the checkpoint constraints, and then go on to complete the set number of laps – but, somehow, it's not quite exciting enough. Perhaps because, you quickly realise, to notch up the bronze-level single kill, all you need to do is slow up and accelerate as a single, unfortunate CPU pilot passes and drops in behind you. It's not really *that* hard and, in all honesty, not really *that* exhilarating. Shame.







GO! GO!

BANG! CRASH! PEE-YOOO!

There are seven standard weapons, four power-ups and four craft-specific weapons in *Wipeout 64*. And the lack of default collectables definitely works in its favour. Unlike, say, the original *Extreme G*, where there were so many weapons you didn't know which was which, *Wipeout's* arsenal is extremely easy to memorise.

Additionally, when you've got a homing missile or electro bolt, an orange square locks on to the nearest opponent, helping you to establish very, very quickly what you've just picked up. If that's not enough, a 'computerised' voice tells you what weapon you've got, smoothing out any doubts. Dead easy, eh?

Oh, and the four craft-specific weapons are exactly that: four weapons that are exclusive to each of the four craft. So, the Feisar has a Mini Gun (rapid-fire machine gun), AG Systems a Shield Raider (takes the energy from an enemy craft and tops up your own), Auricom an Energy Sphere (energy missile which, once charged up, shoots and passes through any enemy craft in the way) and, finally, Qirex the Power Snare (which shoots a wall of energy down the track, destroying any craft that flies into it). Good stuff.



SECRETS!

Cyclone

After completing the Race challenge with a minimum of six bronzes, you'll find an extra option cropping up in the Game Configuration menu. Cyclone technology means every weapon you pick up is twice as powerful, taking out many of the craft first time. Going back to the Weapon challenge, you'll find this super-useful, especially as it virtually guarantees gold.





Piranha II

The secret craft isn't really very secret at all as you can see it in the default craft menu straight away. But, the only way to access it is by completing the Time Trial challenge with bronzes or better. It's a fantastic craft, primarily because it goes like fish soup. However, it also possesses stealth technology and can pass through other ships, blowing them to bits.





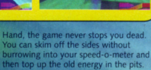
Velocitar

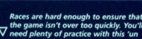
The seventh, secret track is actually easier than either Machaon II or Terafumos. In fact, after mastering both the aforementioned courses, Velocitar is a bundle of happy-faced joy. Chicanes adorn it and 90° bends and wide, wide corners live in perfect harmony. Our advice? Give the Qirex craft and Phantom class a nod and watch the game go whoooooooooosh!











Races are hard enough to ensure that the game isn't over too quickly. You'll need plenty of practice with this 'un



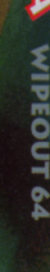
The first-person view is for speed demons only – deeply unsettling.

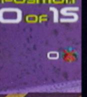
It breaks down like this: James and Wil don't really like *Wipeout 64* very much. Something about 'just not *feeling* as good as *F-Zero*'. Martin doesn't mind either way. 'Not fussed, really', is his considered opinion. Andrea was at a tanning session when the question was raised so, you know, she doesn't really have an opinion. Just very brown skin.

And me...? Well, I *love Wipeout 64* to bits. Equally, *F-Zero X* holds a special place in my bulging great heart. But, as you'll find out if you buy, play and compare the two games, Nintendo and Psygnosis' efforts are very, very different. Certainly, *F-Zero X* is kinder to the player, at least during the 'learning' stage. Wide courses like Mute City set you off on the right foot while the last three-quarters of the game – particularly in the shape of the hideously tricky Space Plant – are the Devil's own work. However, even when you're battling with the corners of Big Hand, the game never stops you dead. You can skim off the sides without burrowing into your speed-o-meter and then top up the old energy in the pits.

Wipeout isn't like that. Most obviously, it only has six courses so, unlike *F-Zero X*, there just isn't the capacity for Nintendo's introductory Jack Cup. Which is why Klies Bridge throws you straight into the action... and *exactly* why *Wipeout 64* rubs some people up the wrong way.

See, until you understand *Wipeout 64 completely*, the game will frustrate more than anything in living memory. Corners swing round without any prior warning, opponents cut you up and don't let you pass, you blow someone to bits than accidentally ram into the back of them and, worst of all, you stop... completely... dead... every time you hit a wall. This, in particular, is one of the most nerve-shatteringly annoying video gaming 'things' in history.



△ Ker-boom! There's plenty of opportunity to give it to your opponents big-style in Wipeout.

◁ The repair run. Essential for those 'hit the walls far too much' moments.





△ Tim got blue exhaust smoke from his old Metro. Then the gearbox fell out.



△ The shield. In practice not nearly as handy as a trailing Mario Kart green shell.

◁ On the harder tracks, your racing line has to be perfect.

◁ Firing missiles on the brow of a hill makes them very difficult to aim.

Nice tunnel effects. Reminds us of Batman. ▷

RADIO GA GA



Perhaps the greatest achievement in *Wipeout 64* is the music which is absolutely stunning. How Psygnosis managed to produce an eight song soundtrack (with the likes of The Propellerheads and Fluke on it), squeeze it into an N64 cart and *still* have it sound like it's running through your stereo, we don't know. Well, we do, sort of. It took up 25% of the 96Mbit cart so they obviously set aside plenty of room. However, now we've heard the quality of *Wipeout*'s music, we won't EVER be happy to settle for anything less. Psygnosis, we salute you! (And PC Music who, as well as providing five tracks, did all the compression and technical gubbins.)

N64 STAR GAME

The key, then, to succeeding – and discovering how thrilling the game can actually be – is to play it and play it and play it. More than any other game we can remember, this has to be pursued relentlessly, even at the expense of going to the toilet, or breathing. And, you'll find, the more you play, the better the game becomes. Not just because you can predict the layout of the tracks better, but also because you start to learn the tricks of the trade: airbraking (like *F-Zero*, operated with Z and Right shoulder), what the weapons do and where it's best to use them, and how to make use of the fact that the craft can 'float' (incredibly important when it comes to corners as you can rise then dip *over* them).

When you can whizz round the tracks and obtain a 'perfect lap', you know you're becoming a bit of a *Wipeout 64* expert. And that's when you can take to the super-difficult Challenge Mode and standalone Time Trial, the first of which is an inspired new addition. Gold and silver medals require weeks of concentrated playing and, if the Weapon option is a bit, well, *hmm*, it's more than made up for in the Race and Time Trial modes, which are fabulous. The standalone Time Trial also extends the game's longevity even further. The 'ghosts' in the game update every time you break a lap record and, although proceedings could have probably benefited from some *Mario Kart*-style shortcuts, it works majestically.

Weapons obviously help to further distance it from *F-Zero X* – and they work tremendously well providing, once more, you've spent time playing the game – but where Psygnosis and Nintendo's efforts really veer off in different directions is the way the 'ships' behave. For all intents and purposes, *F-Zero* was a traditional racer, all be it one that touched the 1000kmh mark. *Wipeout 64* feels much more like a 'future racer'. The crafts swing and bob and don't feel as 'safe' as *F-Zero*'s. And because one mistake can cost you precious, *precious* seconds, triumphing at *Wipeout* feels more rewarding in some respects. You can't just *skim* off the sides. You need to really perform to the best of your ability...

Okay, so some people won't like it for that and that's understandable enough. To start off with, *Wipeout 64* is one of the most irritating games you'll have ever played and, even when you've mastered it, it still penalises you for errors that *F-Zero X* and this month's *XG2* would be quite happy to let pass. But, in doing so, *Wipeout 64* has secured itself as a bit of a rarity on the N64: a racing game that you won't have completed within a week of buying it. Not a perfect racing game, admittedly, but still a thrill-packed slice of racing brilliance.

Oh, and we'll have James loving it by the end of the week. He's already turning...

TIM WEAVER

8 VISUALS

Crisp, clean and free – hallelujah! – of fog. The compromise? Some nasty pop-up in places.

10 SOUNDS

An absolutely storming soundtrack which is clear as a bell.

8 MASTERY

The speed of the game is incredible. Stick it into Phantom class and go, go, go!!

8 LIFESPAN

Hard is the dictionary definition for *Wipeout 64*. And the Challenge Mode is wondrous.

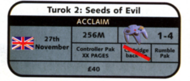
VERDICT

Another racing triumph for the N64. Very different to *F-Zero X* but perfectly suited as a companion. Harsh, sweaty, rewarding and, above all, rattling good fun.




TUROK 2 SEEDS OF EVIL

Don't forget! *Turok 2* is *finally* released this month. Here's another taste...



Turok 2: Seeds of Evil			
ACCLAIM			
27th November	256M		1-4
	Controller Pak XX PAGES	Cartridge back	Rumble Pak
£40			

UPDATE!

STICK IT ON YOUR CHRISTMAS LIST!

After some problems trying to squeeze the stupidly rotund *Turok 2* into a 'measly' 256Mbit cart, Iguana and Acclaim finally revealed to N64 that the game would hit the shelves on the 27th November. That's tomorrow! Er, if you're reading this on the 26th, obviously.

Originally, you may recall, *Turok 2* was pencilled in for late October, but problems optimising the code – and ensuring that the awesome multiplayer ran super-smoothly – meant the game unexpectedly slipped a month. Which, obviously, means our exclusive review of the game was a couple of months back now. But, because we haven't stopped playing it since (and, in the process, discovered tonnes of extras), we've decided to provide a refresher. Read on and find out why you just *have* to have this game on your Chrimbo list. Yes, yes...



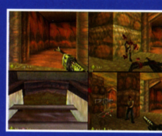
N64 MAGAZINE STAR GAME

△ Have some of this, mate. Paul prepares to receive a good old cerebral boring.

▽ And is that Andrea there, getting jiggy with the charge dart rifle? Bzzzzzt!

Multiplayer





CHARACTERS

Made up of: Turok, Adon, Triceratops, Flesh Eater, Purr-Linn, Endtrail, Fireborn, Raptor, Primagen, T-Shirt Turok and Old Turok.

Eh? Basically, all characters can carry weapons except the Raptor whose arsenal o' death relies almost entirely on a natty pair of claws and speedy hind legs. The three versions of Turok, Adon and the Primagen seem to be fairly equally matched, while the Endtrail and Fireborn behave similarly, i.e. powerfully and at a middling pace. The slow boys are made up of the walking Triceratops, Flesh Eater and monstrous Purr-Linn, but their lack of pace is levelled out in the strength department.

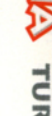
WEAPONS

Made up of: Charge Dart Rifle, Firestorm Cannon, Assault Rifle, Plasma Rifle, Cerebral Bore, Grenade Launcher, Scorpion Launcher, Torpedo and the Harpoon Gun.

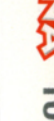
Eh? All fairly self-explanatory except, of course, the Assault Rifle which is quite similar to a rapid-fire PP7. The Torpedo and Harpoon Gun can only be used underwater. Our advice? Use the Cerebral Bore. As much as you can.



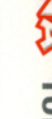
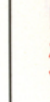









NEW!



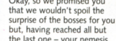
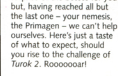
Oh, you're an ugly, ugly beastie, you are.

Let's go ride a trike. Squish, squash.

Riding the Triceratops

Right at the beginning of Slaughter by the River of Souls, there's a pen which, when you enter, presents you with the opportunity to ride a cannon-firing Triceratops. Just walk up to it and the game switches to a raised position on the back of the dino. Boom... boom...

NEW!

Bosses!

Okay, so we promised you that we wouldn't spoil the surprise of the bosses for you but, having reached all but the last one – your nemesis, the Primagen – we can't help ourselves. Here's just a taste of what to expect, should you rise to the challenge of *Turok 2*. Rooooooar!

It's large, and fairly gross, but at least it burns nicely.

This bloated critter is one of the prettier guardians.



NEW!



TEXTURES

Made up of: Castle, Steel Mill, Oak Fort, Catacombs, Jailhouse, Big City, Red Dragon, Paintball, Mr Happy.

Eh? Mr Happy makes the most obvious difference, giving every wall stackloads of colourfully curtained windows. However, Big City is great, bricking off every single surface, while Red Dragon tinges everything red and a bit alien. Oak Fort and Castle do a Ronseal-like job too, making everything wooden and stoned respectively. A top idea, this.



PLAY MODES

Made up of: Bloodlust, Frag Tag, Team Mode.

Eh? Bloodlust is an all-out fight to the death. Frag Tag sees one of you as a monkey – or, more obviously, 'it'. As 'it', you need to reach a central warp which then makes one of the other players 'it'. As 'it' you can't operate any weapons; your primary objective is to reach the warp. However, we did manage to stick an arrow through the eye of the monkey. Top fun!

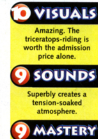
Team Mode is two against two, or three against one. One team becomes blue and the other red. Your objective? To maim plentifully.



ARENAS

Made up of: Experimentata, Moonlit Mayhem, Close Quartered, Vulcan's Forge, Teleportastic, Mirrorrim, Fish in a Barrel, H 2 Whoa!, Escheria, Mosh Crypt, Squares Cubed, Crazy Eight, Bullseye.

Eh? Don't expect real life locations like *GoldenEye*, *Turok 2*'s arenas are very similar to *Quake*'s: multi-levelled and scattered with lava pits and lifts. Mosh Crypt has the best layout – square, with platforms in each corner and linking corridors – but Crazy Eight is probably the best for four-player dog fights. The most interesting, though, is H 2 Whoa! which has shimmering vertical water 'walls' like the portal thing in Stargate.

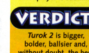


10 VISUALS
Amazing. The triceratops-riding is worth the admission price alone.

9 SOUNDS
Superbly creates a tension-soaked atmosphere.

9 MASTERY
If you wondered how Iguana struggled to fit the game onto a massive 256Mbit monster, then you need only play this for moments.

9 LIFESPAN
Two months on and we're still playing it. And then the multiplayer is sublime.



VERDICT
Turok 2 is bigger, bolder, ballsier and, without doubt, the best game of the year so far.



95%



NEW!

Oh, you're an ugly, ugly beastie, you are.

Let's go ride a trike. Squish, squash.

Riding the Triceratops

Right at the beginning of Slaughter by the River of Souls, there's a pen which, when you enter, presents you with the opportunity to ride a cannon-firing Triceratops. Just walk up to it and the game switches to a raised position on the back of the dino. Boom... boom...

NEW!

Bosses!

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PREVIOUSLY IN N64 We reviewed the American version of *Holy Magic Century* in **N64**/18, when it was called *Quest 64*.

HOLY MAGIC



Take control of the life of Brian.

Holy Magic Century			
KONAMI			
November	96M		1
	Controller Pak 15 PAGES	Cartridge back	Rumble Pak
£50			

You have to wonder what's going on inside Konami's big corporate head sometimes. Mere weeks away from the launch of The Most Anticipated RPG Of All Time™, they decide the time is ripe for a rival. Even if *Holy Magic Century* was the most involving, best-looking, supremely polished RPG you'd ever seen it would stand only the slimmest of chances of selling a copy. And, almost inevitably, this unimproved version of the American release isn't anywhere near.

The story within *HMC* is pretty much what we've come to expect – young lad goes in search of something, in order to bring peace to the land of somewhere. In this case, the lad's name is Brian (not a good start), and the item he's searching for is a magical book that will keep the continent of Celtland free from upset.

Brian is a bit of a spirit-tamer, meaning you can pull a Paul Daniels by using 'elements' won through battles or found strewn across the landscape. When picked up, these automatically supply you with more powerful spells, allowing Brian to progress from using a pitifully poor red/yellow fireball, to chucking magma balls about with the best of 'em.

All these spells would be great if the battles weren't so irritating. Although helped by Brian's ability to move about (see boxout), they occur randomly – if you can call one fight for approximately every three seconds walking time 'random'. This means that the long trek between towns can take anything up to half an hour, assuming that you aren't finished off in the meantime by the fist-clenchingly difficult nature of the attacks.

The look of each town makes up for all this a little. Packed with atmosphere, each populated area consists of lush green fields, glorious castles and lovingly-crafted thatched houses with gently smoking chimneys. The people, meanwhile, are happy to do that RPG thing of standing around like statues, but at least they give you puzzles to solve.

Or so you'd think. In fact, all the residents are content to say much the same thing, normally along the lines of "Ooh, if only someone would go and kill that big boss character!" And considering that the town or forest where the boss lives is usually – gasp! – the next place on the path you're following, you can almost get away without speaking to anyone.

Smack your boss up

So, there isn't much to do in *Holy Magic Century* except wander along endless paths, smacking up monsters and defeating bosses. This isn't, therefore, a game for your casual games-player. Hardcore RPG fans might just about be satisfied, but it's all over so quickly that even they'll end up with a depressing empty feeling inside.

Anyway, as you read this a little green pixie by the name of Zelda should – no, *will* – be but a few days away from sitting like a glimmering jewel on the shelf of your local games emporium. So, it's a simple matter of choice. A half-hearted, old-fashioned, repetitive RPG, or a Miyamoto epic that's been developed and perfected over three years. It's not that difficult, is it?

MARK GREEN

LET BATTLE COMMENCE



△ This big-gobbed worm thing should be easy to finish off.

△ This is what happens when dogs aren't fed on Pedigree Chum.

△ Someone's going to suffer at the hands of Brian's rubbish fireball.

△ The sight of Brian legging it like a wuss is sad to behold.

▽ These yellow bouncing idiots will soon feel the wrath of Brian's rolling rock

Battles in Holy Magic Century follow the usual RPG tradition, whereby you and your opponent take turns to smack each other until one party drops to the floor. But what makes HMC unique is the glowing octagon that surrounds Brian. Within it he can move at will, avoid some of the slower-moving spells cast against him and position himself for some of his own spells that require him to be a certain distance away from his target – the 'rolling rock' invocation being a perfect example.

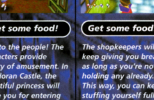
There's also a larger octagon that surrounds all the fighters. If Brian manages to make his way towards the perimeter of this one, he's given the option of escaping. This is an excellent way of dodging fights if you're low on hit points, or just sick of pummelling. Be prepared, though, to take quite a bit of damage from your livid opponents as you rudely scarper away.

Often, defeating monsters is simply a case of avoiding their attack and then giving them what for. When slinky dodging isn't possible, it's often best to manoeuvre yourself so that the monster launches its least damaging attack – either close to or further away depending on your opponent. It's also worth using a spell appropriate to the monster's weakness – enemies with fiery attacks often suffer the most damage when attacked with water spells, for example.



OUT AND ABOUT

The towns in *Holy Magic Century* really are a joy to behold; beautiful to look at and certainly several times more entertaining than the endless fights which got you there.







Get some food!

Talk to the people! The characters provide plenty of amusement. In Dondoran Castle, the beautiful princess will chide you for entering her quarters, and then turn a blind eye as you open her treasure chests and nick all her stuff. Princesses, eh?

Get some food!

The shopkeepers will keep giving you bread, as long as you're not holding any already. This way, you can keep stuffing yourself full of loaves until you're in tip-top shape, whilst the poor over-generous shopkeeper is put out of business.

Get some magic!

Somewhere in one of the houses will be a large-busted lady who'll kindly donate mint leaves on request. When eaten, these increase your magic points, and make your breath smell sparkly clean. You can't say fairer than that.

Save your game!

Hotels act as points where you can save your game to the controller pak. Stepping back outside after a save perfectly demonstrates HMC's dynamic lighting, with the town outside suddenly enveloped in the frightening darkness of night.

Get some wings!

Gained by visiting one of the shops, these rocket you straight back to the town where you were given them. They can only be used in open spaces, so don't get any ideas about escaping from the deep, dark forests which litter the map like infectious scabs.



It's a pity the whole game isn't this 'nice'.

Hello children! Welcome to Camberwick Green.

The chance to sail away to a better place.

Moments later, he was dead on the floor.

"Where am I?" "You're in a room..."

Ah, yes, that staple of RPGs the world over: an annoying child in need of a kicking.

WHO'S THAT LADY?
A visit to any town on the map usually means an encounter with this mysterious blonde woman. She's quite obviously following you about, and knows a suspiciously large amount about your quest, but does a very bad job of trying to keep these two things secret from you. Her speeches are usually along the lines of "Oh my God! I cannot believe I've bumped into you! Again! By the way, when you fight King Exell in the forest, don't forget to use that blue orb you picked up." What a give-away.



7 VISUALS
Gorgeous towns but sparse, dull paths between them.

3 SOUNDS
Minimal effects, and grating music from the land of the SNES.

5 MASTERY
The poor N64 putting up with an old-school RPG lacking very much actual role-playing.

6 LIFESPAN
With a few spells on board, the end sequence will arrive quicker than you'd expect.

VERDICT
Not without its merits, but limited, repetitive, and up against The Big Z. It can't win.




Everyone's doing it...
FACTFILE
What is Arcade?
Arcade is Future Publishing's biggest new games launch since *Official PlayStation Magazine*.
It's a witty, intelligent multiformat mag for PlayStation, PC, Nintendo 64, Game Boy and Dreamcast, but one that mixes the games stuff up with bits on films, videos and music too. Why? Because games don't exist in isolation, and neither should you.
Arcade's the magazine for everyone who's ever played a game and enjoyed it. If you're a dedicated fan of PlayStation or N64, pick up *Arcade* up along with your regular mag – it'll be packed with stuff for your machine, but it'll also let you know how things are going on the other systems. If you're a PC gamer there'll be plenty for you too, and you'll get to keep an eye on those pesky console things. (You'll maybe even consider buying one.) But whoever you are, you're guaranteed a top read.
Arcade is headed up by Matt Bielby and Neil West, two names you might have heard of. Neil was, until recently, editor of *Next Generation* magazine in California – it's the US version of *Edge*, so you know he knows his games. Matt previously launched *Amiga Power*, *Super Play*, *PC Gamer*, *.net*, *SFX* and *Total Film*, so you know the magazine's going to be great.
The first issue of *Arcade* is 180 pages fat, printed on the best quality paper, and will only cost you £1. You've got to give it a try, haven't you?
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Tomb Raider III, Zelda 64: Ocarina of Time, Metal Gear Solid, Sonic Adventure, South Park, Colony Wars: Vengeance, Cool Boarders 3, Dune 2000, Crash Bandicoot 3, Populous: The Beginning, Body Harvest, Abe's Exoddus, Turok 2, TOCA 2, Perfect Dark, F-Zero X, F1 '98, lots on Dreamcast and the new Game Boy Color, and State Of Play: everything you could ever want to know about the world of videogames in 22 pages.

Arcade. 180 pages. On sale Tuesday 17 November. Just £1. Oh, go on.



The games reviewed from this page forward are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.



△ Grass, as Andre Agassi once said, is just for cows. And Steffi Graf.

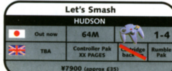
△ Listen carefully and you can hear the police sirens.

◁ Now if ever there was an unnatural surface for playing tennis on, surely it's red mud. Eh? Eh?

Luckily there was a camera crew there filming urban deprivation. ▷

LET'S SM

Play! Tennis finally arrives on the N64...



Let's Smash			
HUDSON			
Out now	64M	1-4	
TBA	Controller Pak XX PAGES	~~Cartridge back-up~~	Rumble Pak
¥7900 (approx £35)			

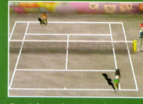
Namco's *Smash Tennis* was, perhaps, the finest 'racket' game *anywhere*. After a brilliant stint on the SNES – where it will be fondly remembered for its four-player, multi-tap experience – it landed in similarly good form on the PlayStation.

Let's Smash isn't a Namco game but, it *is* strangely reminiscent of their effort. The players might be slightly less podgy but the 'floaty' feel of play – where the ball seems to take an age to reach the other end of the court – remains. However, where *Smash Tennis* made use of every inch of tennis' fair old quota of skills, *Let's Smash* is much more limited. In fact, there's just the two types of shot: the 'normal' one and the lob. Mmm.

Are you being served?

There's a secret to acing your opponent. And it's here in three-stop form...

One!



Get right to the edge of your serving box so that you're facing diagonally across the court.

Two!



Just touch the analogue stick to the left and catch the serve as high as possible when it falls.

Three!





Said direction pushage results in a wide shot that lands just out of reach of your foe. 'Ray!



△ Ha ha! Stretch for it, you freaky green haired weirdo.

◁ No, no. That's not how you spell it. It's J-U-I-C-E.

ASH

The 'normal' one can be varied in speed, though, and, with a quick twitch of the analogue stick, direction too. So, you can spud it down the line or across the court at your own choosing. Or, randomly (and when the CPU decides to allow you), you can smash it at your opponent which, as well as being accompanied by a rainbow-coloured trail, knocks them to the floor. In reply, and by pressing the Right shoulder, they can make an, er, 'sign'.

The lob is a tad less exciting. When you catch it right, the ball arcs gracefully over your opponent and onwards for the point. When you don't, you could still find yourself edging ahead. See, judging the 'fall' of the lob is a nightmare, even for the normally reliable CPU players. All you can do in response – as well as flapping helplessly – is try to time your return as best you can. More often than not, you'll play and miss. But sometimes, you know...

This obvious lack of shot-playing variety severely limits an otherwise fairly enjoyable game. Too many common-or-garden tennis strokes – top spins, volleys and, most strangely of all, smashes – aren't even in here. Or rather they are, but the CPU seems to decide for you where and when you can pull them off. All you have to do is tap A and B and hope for the best. Oh, and balls returned close to the net *never ever* manage to j-u-s-t skim over so, as a general rule, only ever try to return shots that are travelling at roughly the speed of sound.

Additionally, when you try to choose the direction of your 'normal' shot, or lob, there are some frustrating problems. By selecting, say, left, you'd be well within your rights to expect the ball to head in that direction. Not necessarily so. See, it's really difficult in *Let's Smash* to play shots in the directions you want... and the reason is this: the controls simply aren't responsive enough. No matter *how* far across the pad you're pushing the analogue stick, your shots seem to struggle to move anywhere but the middle third of the court.

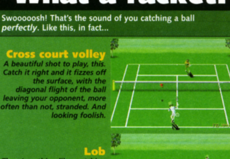
As a result, it's hideously tricky to play winning strokes. When your opponent is committed to the left side of the court, and you try to direct your return to the right, the ball doesn't necessarily follow suit, meaning you all-too-frequently sacrifice what should have been a point your way. Sometimes you can be lucky and, as explained earlier, your opponent can fluff his attempted return. But, it's more likely that your opponent'll slam the ball back from whence it came. And win.

Whether or not you should drop your local importer a line depends entirely on this, then: how *much* do you want a tennis game? If the answer's 'a lot', then *Let's Smash* would be worth a dabble. It's good fun, particularly in four-player mode, regardless of its obvious faults. Those others who like a bit of tennis but aren't quite as infatuated, should wait for next year's *All Star Tennis* or – maybe, just maybe – a Namco effort. Fingers crossed, eh?

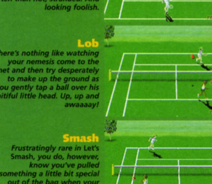
TIM WEAVER

What a racket!

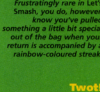
Swoooosh! That's the sound of you catching a ball *perfectly*. Like this, in fact...



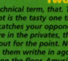
Cross court volley
A beautiful shot to play, this. Catch it right and it fizzes off the surface, with the diagonal flight of the ball leaving your opponent, more often than not, stranded. And looking foolish.



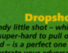
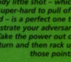
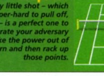
Lob
There's nothing like watching your nemesis come to the net and then try desperately to make up the ground as you gently tap a ball over his pitiful little head. Up, up and awaaaay!



Smash
Frustratingly rare in Let's Smash, *you do, however, know you've pulled something a little bit special out of the bag when your return is accompanied by a rainbow-coloured streak.*



Twot!
Technical term, that. The twot is the tasty one that catches your opponent square in the privates, then runs out for the point. Now watch them writhe in agony on the floor. Amusing.

Dropshot
This handy little shot – which is super-hard to pull off, mind – is a perfect one to frustrate your adversary with. Take the power out of their return and then rack up those points.

READY, STEADY, LOOK
The camera can be changed quite easily in *Let's Smash* by simply tapping Right-C at any time during play. A top menu bar comes up and, from there, you choose your, er, choice. The best alternative, besides the default (which is by far the most comfortable), is this behind-the-player job. Not least because it gives you a nice view of the pleasant polygonal players.





ACCESSIBILITY
There's Japanese aplenty but it's laced with enough English to prevent blind stumblings.

5 VISUALS
SNES-like. Do a good enough job but nothing special.

6 SOUNDS
The same music throughout and some fairly standard *thwack* noises.

5 MASTERY
Demonstrates a smidgen of what makes the N64 special. But not too much.

8 LIFESPAN
Plenty to keep you going, particularly as a multiplayer game.

VERDICT
Not everything we hoped for from the N64's first tennis game, but an entertaining, jolly little game, nonetheless. One to ponder.

67%

1998 N64 Magazine Awards

Once again, N64 Magazine prepares to honour the N64's best games, and this time we want you to do the voting for us.

LAST YEAR'S WINNERS
If you weren't around for issue 13's top 20 rundown, this is how N64 Magazine saw things for the N64's first birthday.

Winner
GoldenEye 007
Rare's boy beat even the plumber into second place. Will they be challenging again with *Banjo* this year?
2. Super Mario 64
3. Mario Kart 64
4. Pilotwings 64
5. Lylat Wars
6. International Superstar Soccer 64
7. Blast Corps
8. Diddy Kong Racing
9. Yoshi's Story
10. Turok: Dinosaur Hunter
11. = Wave Race 64
11. = Snowboard Kids
13. Puyo Puyo 64
14. O-Sumo 64
15. Mischief Makers
16. Tamagotchi World
17. Top Gear Rally
18. Madden 64
19. Duke Nukem 64
20. Fighters Destiny

Your vote counts!

Believe it or not, the N64's second birthday is almost upon us. To mark the occasion, N64 Magazine will be holding the second annual N64 Magazine Awards – the difference this time, though, is that we want your votes to decide the top spot.

You may remember last year that the members of the **N64** team voted to compile a games top twenty. This time, we're going to turn that onerous task over to you lot. At the bottom of the page, you'll find a voting slip where you can rank your five favourite games of 1998. We'll count up your votes and announce the results in our March issue – on sale just in time for the N64's March 1st birthday.

The important thing to remember when voting is that the games you choose must have been released sometime in 1998 – stuff like *GoldenEye* or *Diddy Kong Racing* isn't eligible. Our feature on page 32 will give you a good reminder of what's been released in the later half of the year, but don't forget titles such as *Snowboard Kids* and *Banjo-Kazooie* which came out in the summer and before.

We'll be reprinting the form in the next couple of issues in case you're not ready to vote yet, but if you've already made up your mind fill out the form and post it off. We look forward to counting your vote.

Vote and win

As if the thrill of contributing to Britain's biggest and most important games vote wasn't enough, the first five voting slips pulled from the jumbo storage crate we store them in will WIN a game of their choice. Make sure you say on your form which cart you fancy.

Hello there!

These are the five games released in 1998 that I've most enjoyed playing.

Best game
2nd
3rd
4th
5th

My prediction for the best game of 1999 is.....

And just in case I do come out of the 'hat' first, I'd like a copy of

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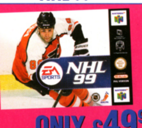
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HOW TO... play V-RALLY and win this £10,000 car

Top gear!

0-60mph:	9.6 Seconds
Top speed:	110Mph
Power (bhp):	75
PWR (bhp per ton):	98
Engine:	1.4 litre, fuel injection

PREVIOUSLY IN N64 We reviewed *V-Rally 99* in the last issue. It scored a mighty 90%.



The N64 V-RALLY 99 championship

Play *V-Rally 99*, be the best and win a car. It really is that simple.

It's the biggest **N64** competition yet. In fact, it's probably the biggest videogame skill competition in the history of the World. Blimey! Your game skill + a copy of *V-Rally 99* = a brand new Peugeot 106 Quicksilver.

It really is that simple, get hold of a copy of *V-Rally 99* – the best car racing game on the N64 – and your best time on the Arcade 1 could earn yourself £10,000-worth of fuel-injected sports hatchback.

All we want you to do is video record your best Arcade 1 time and send it to us. You've got loads of time to do it – the closing date isn't until the 15th of February.

Over the page you'll find a couple of pages of tips to get your best time. Your first priority is to get some of the faster secret cars, but you'll also need to know the four races that go to make up Arcade 1 like the back of your hand. We've printed some maps of these to start you off.



The Quicksilver is waiting here in the Future Publishing car park. Will it be your name on the registration document? Good luck!

TIMETABLE

How to enter

You'll have to prove your best time to us, but that's not too difficult. This is your chance to use your gaming ability to get yourself some brand new wheels.

1. *Get hold of a copy of V-Rally 99. Use the voucher on page 28 to save yourself £5 off the full price if you opt to buy it.*
2. *Practice the Arcade 1 race. Use the tips on the following couple of pages to help you.*
3. *Hook up your N64 to the back of your video recorder and start recording.*
4. *Achieve your best time on Arcade 1 while the video's recording.*
5. *Re-wind your tape to the start of your recording (so we can easily check your time) and then post your tape to us (include a stamped addressed envelope if you'd like it back).*
6. *Wait for the 25th March. If your time is the fastest, you win the car.*

See the rules box on page 94 for more details.

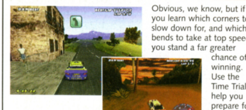
GO! GO!

GENERAL TIPS

If you're going to win that car, you're going to need all the little bits of information that, when combined, make a good player great.

Which car?

The vehicles are split into two main categories – Kit and World Rally Cars. The kit cars need to be driven more carefully but are less likely to fly off the track. The four-wheel-drive World Rally Cars (WRC) allow you to take lots of corners at high speed but, because of their looser handling, are prone to leaving the ground. Beginners should start with either the Citroen Xsara or the Toyota Corolla, depending on their preferred driving style.



Learn the tracks



Obvious, we know, but if you learn which corners to slow down for, and which bends to take at top speed, you stand a far greater chance of winning. Use the Time Trial to help you prepare for what lies ahead.

Stick to the centre



There are a few courses which allow you to drive over grass and snow in certain sections but most of the time the invisible edges of the track will cause you a lot of grief. As a result, it's safer to stick to the track.

The cars don't like terrain that isn't smooth and the slightest bump means they're out of control (Sweden SS5 has an S bend at the start which illustrates what a small margin there is between the flat snow and the part to avoid).

Ignore the rest, be the best

V-Rally is essentially a time-based game, so you'll do far better if you ignore the other drivers as best you can and concentrate on your driving. The opposition aren't affected by checkpoints and will happily shunt you into a ditch to get past, so get ahead and stay there.

Braking



If you intend to play with a 'brakes are for wimps' attitude don't expect to get very far – the tracks are designed with careful braking in mind. The regular brake is best used to drop your speed for narrow easy and medium turns, while the handbrake is ideal for swinging the back end of the car around tough corners so that you only need to straighten up a little afterwards.

Car control

Keeping your vehicle under control at all times is the key to *V-Rally*. Should you appear to be losing your grip, stab the brake button a little to regain control.

SECRET CARS

Just like that second-hand car showroom down the road, *V-Rally* has something special out the back for those with the right credentials...

V-Rally Ford Escort

To drive around in the game's first secret car you'll need to finish the first Arcade level.

The V-Rally Escort is the first secret car you'll find.

Toyota Celica GT-Four

One of **N64** Magazine's favourite cars. To sit behind the wheels of a flash new Celica you must break each country's rally mode times on World *and* Expert mode.

This car debuted in Sega Rally – still an all-time classic rally game.

Lancia Stratos

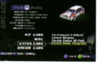
Difficult, to say the least, but worth the effort. You need to set a new Time Trial record for EVERY TRACK, including the Expert courses.



The car they had to ban for being too good.

Lancia Delta Integrale

You need to break the records for every track featured in Arcade mode.



The rally version of one of the fastest cars on British roads.

Dream Cars

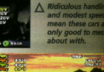
Complete the game with an overall performance rating of 100% and you are presented with four Citroen 2CVs to race with.



Ridiculous handling and modest speeds mean these cars are only good to mess about with.



You can flip your 2CV incredibly easily. They're hard cars to race.

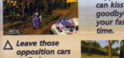


Crashes

As long as you avoid these you will win the race (obviously). However, should you actually go careering into a wall don't panic. The easy way to get yourself back in action is to hold Left-C until you're placed in the middle of the road but this takes time. Alternatively, if you're travelling backwards, adjust the wheels to swing yourself around the right way.

Another useful piece of advice when recovering from a crash is to use the rear view to avoid your opponents – if they hit your car you'll go flying.





If this happens you can kiss goodbye to your fast time.

Leave those opposition cars well alone – no good will come of playing with 'em.

Road rage

Although generally you should avoid all contact with your rivals you can, when the opportunity arises, get some revenge for all those early race shunts you took at the start. The trick is to hit them when they slow down for a corner, as this will send them spinning and allow you to overtake with ease (England SS5 is ideal for this).





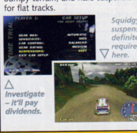
Bumps

When you encounter a stretch of bumpy road, keep the car straight and drop your speed. Tackle a series of bumps at top speed and you'll lose control.



Suspension

As a rule, use soft suspension for bumpy terrain, and hard suspension for flat tracks.



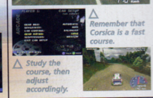
Squidgy suspension definitely required here.

Investigate – it'll pay dividends.

Gear ratios

If the course you're about to race is a slow winding one, set your gear ratios to short for better acceleration. If the course has easy bends and long straights then set the ratio to long for better top speeds. Each setting affects your maximum speed by 10km/h.



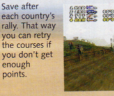


Remember that Corsica is a fast course.

Study the course, then adjust accordingly.

Championship mode

Save after each country's rally. That way you can retry the courses if you don't get enough points.





SECRET MODES

Hidden away in the game lurk a few special extras...

Expert Championship

Finish the World Rally to unlock the two-leg, one-lap, four-course Expert mode (phew).



Expert Arcade

A little tricky this one. You need to smash the total times records on all three Arcade levels before you can access the devilishly difficult tracks that make up Expert mode.



You'll need to break the records if you're going to win that car.

Extra Time Trial courses

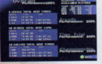
Once the Expert mode is available the tracks are open for time trialing.



View Expert times

Set a new record for each track (including those from Expert mode) in Time Trial and you'll access the blacked out part of the options screen.

Gaze on that – a completed copy of V-Rally is a beautiful thing.



GO! GO!



HOW TO... get yourself a winning time

Right then. If you want to win that fabulous Peugeot 106 you'll need to finish Arcade 1 in the fastest possible time, and that means knowing EXACTLY where, when, and how to brake on each course, as well as some other tips. Essentially you should:-

overtake, straight, toyota

- Get past the rival cars as quickly as possible without touching them.
- Keep your vehicle as straight as possible.
- Avoid crashing at all costs; it wastes far less time just to slow down.
- Use the Toyota Celica GT-Four - its loose handling allows you to shoot through most corners with ease.

CORSICA SS4

Gear ratio: LONG
Suspension: HARD
A fast-paced course due to its easy corners and long straights, Corsica SS4 allows you to get off to a great start.



1 The first major turn can always be taken with the accelerator on as long as you turn early and you're on the right hand side of the road.

◁ It's easy to crash into the other cars here. Careful!

2 An easy set of corners so keep your foot down to overtake the other cars. Be careful not to hit the post on the right hand side of the straight, though, as that'll really mess up your time.



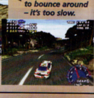
◁ There's a telegraph pole on the apex down here. Be aware of it.

Plenty of gas down here, but be ready with the brake. ▷



3 Approach this bend on the left and swerve early with the accelerator off. Once you're safely through, give it some gas until you reach the straight.

Once through, you've a straight to enjoy. ▷



◁ Don't use the walls to bounce around – it's too slow.



4 Position yourself correctly and you can drive in a straight line all the way up to the first bend.

◁ Just after the finish line there's a barrier on the left. Be careful not to hit it.

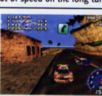
TIME TO BEAT: 3:15:64

SPAIN SS4

Gear ratio: MEDIUM
Suspension: HARD
A Spanish seaside town is the setting for race two. Just remember to straighten up as soon as you leave each corner – you can lose a lot of speed on the long turns.

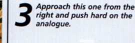
1 This opening section is easily navigated with your foot on the pedal.





2 Get into the left lane as you approach this bend and turn early to avoid the low wall separating the road from the beach.

3 Approach this one from the right and push hard on the analogue.





4 This long easy bend will result in loss of speed so straighten up as soon as you've passed it.





5 As you pass through the countryside keep the accelerator on.

◁ The out of car view is slower but it's easier to drive.

TIME TO BEAT: 3:43:04

INDONESIA SS4

Gear ratio: MEDIUM
Suspension: SOFT
Things are getting a little tricky now – one mistake here can add seconds to your time. But stay away from the grass and you should be okay.

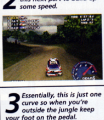
1 This corner's not as bad as it first appears. Simply tap the handbrake and push left, making sure you avoid the sides of the track.



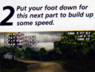
Plenty of break required on laps 2 and 3.



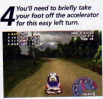
2 Put your foot down for this next part to build up some speed.

3 Essentially, this is just one curve so when you're outside the jungle keep your foot on the pedal.



4 You'll need to briefly take your foot off the accelerator for this easy left turn.



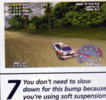
5 Hit the brakes for this medium left turn or you'll end up in the ditch.



6 When the caution sign appears, slow down and avoid the grass.



7 You don't need to slow down for this bump because you're using soft suspension.



TIME TO BEAT: 4:13:88

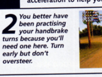
SAFARI SS4

Gear ratio: SHORT
Suspension: SOFT
This is it, the last course. You'll need to slow down for the corners here so we've opted for faster acceleration to help you recover. Good luck.

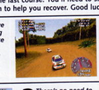
1 Approach from the right and turn early with your foot on the accelerator.



2 You better have been practising your handbrake turns because you'll need one here. Turn early but don't oversteer.

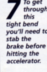


3 There's no need to slow down for the dip as long as you're dead centre when you approach it.

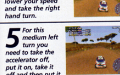


You'll need to be more central than this.

4 Just before you land, put the brakes on to lower your speed and take the right hand turn.



5 For this medium left turn you need to take the accelerator off, put it on, take it off and then put it back on again.

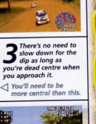
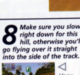


6 Don't slow down for this caution sign.



Go on, just ignore it.

7 To get through this tight bend you'll need to stab the brake before hitting the accelerator.

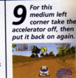



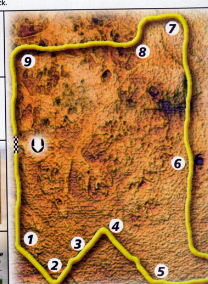
8 Make sure you slow right down for this hill, otherwise you'll go flying over it straight into the side of the track.



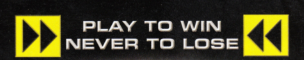
Very hard this corner.

9 For this medium left corner take the accelerator off, then put it back on again.






TIME TO BEAT: 3:53:20

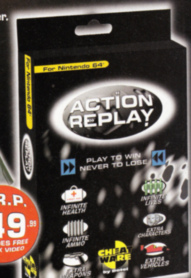




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Dangerous codes this month. They might just finish your games before you've had a chance to start them. Use with caution.

Classic tip

GoldenEye

To get back into the air conditioning vent in the Facility, stand on the toilet underneath. Now hold Left-C



until your player ducks, then hold R and left on the control stick. When your player returns to the vent, release C and R and press forward on the control stick.

This is a useful technique for the multiplayer game, especially for chasing people who've regenerated in the vent section. If you're using proximity mines, make sure you plant some while you're up there to kill anyone who regenerates in there later on.

Gex 64

Ultimate Password

Another game wrecker this one. For 99 lives and all the remotes, enter M758FQRW3J58FQRW4! as a password. Remember to include the exclamation mark at the end.



F-Zero X



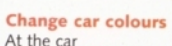
Killer Cheat

Do not use this code to open up all the tracks, difficulty modes and cars. Okay?

At the mode select screen, press L, Z, R, Top-C, Bottom-C, Left-C, Right-C and Start. A chime will sound if you manage the code correctly.

Change car colours

At the car customisation screen – where you adjust the acceleration/ top speed ratio – press R to cycle through a set number of colours for your car.





Spinning cars

Also on the customisation screen, press the C buttons to spin your selected vehicle this way and that. Useless of course.



Squashed cars

At the car select screen press and hold L and R. With these buttons held, press Left-C and Bottom-C to squash all the cars.



Datel codes

All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.
If you come across any codes pop them in the post to Tips Extra (Datel Codes), **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW.

SUPER MARIO 64

Crazy camera....................88309BF1 2263
(You'll need to press the AR button for this to work)
Mario's left hand is missing..........................8030961B 0060
Mario's right hand is missing..........................8030961B 0020
Mario's right foot is missing..........................8030961B 00B0
Mario has enormous foot..8030961B 0090
Mario has enormous fist....8030961B 001C
Mario's hand grows from tiny to huge 8030961B FB15

GOLDENEYE 007

Magnum..........................800585A1 0001
Laser 800585A2 0001
Golden Gun 800585A3 0001
Silver PP7.........................800585A4 0001
Gold PP7...........................800585A5 0001
2x Rocket Launcher..........800585AD 0001
2x Grenade Launcher........800585AE 0001
2x RC-P90.........................800585AF 0001
2x Throwing Knife.............800585B0 0001
2x Hunting Knife...............800585B1 0001
Magnum ammo.................80058594 0001
Maximum ammo 800585E4 0001
Predator Mode (multiplayer).....................800585A6 0001

Christopher Conn
Aberdeenshire

Jan Link, Netherlands

SNOWBOARD KIDS

Hoverboard.......................800G84G0 001C

WWF WARZONE

Infinite Creation Points......80136435 0000
Enable Cheat List in Basement 8113A678 1000
....8113A67A 07FF
....8113A67C 2000
....8113A67E 3FFF

WORLD CUP 98

Finish Half and Full Time Instantly (Note 1)......80048EA3 00F0
Score Modifier Away Team.........................800478BB 00??
Score Modifier Home Team ....800478BF 00??
Shots On Target Modifier Away Team ....80047A67 00??
Shots On Target Modifier Home Team ....80047FEB 00??
Shots Off TArget Modifier Away Team ....80047A6F 00??
Shots Off Target Modifier Home Team ....80047FF3 00??
Corners Modifier Away Team........................80047A73 00??
Corners Modifier Home Team........................80047FF7 00??

MARIO KART

Luigi Raceway Shortcut 80287F10 05BF
Turnpike Pileup.................80287777 0001
Time Trial – Jumping Vehicles 80287577 0001
Time Trial – Back and Foreground FX..8028DD7D 0001
Wario Stadium Shortcut No.1 ....80284300 0001
Wario Stadium Shortcut No.2.....................80285300 FFFF
Wario Stadium Shortcut No.3.....................80286300 FFFF
Other Karts Slowdown on Hills.............8102A40F 0010
Other Karts Faster on Hills 8102A40B 0010
Karts Have No Heads.........8102550F 0010
2P/GP On Time Trials (Note 1) 89002A0F 0050
2P GP On 1P GP (Note 2) 81002A0F 0050
Choco Mountain 26 Second Lap (Note 3) 8028A9F2 05BF



LYLAT WARS

999 Kills...............................80163BFF 0040
....80163C01 0040
Blue Lasers 80163C13 0002

Never Chase........................80179FDB 0401
2 Gold Rings 80163BFC 0041
Infinite Energy (Except Fox) 80179A27 00FF
.......80179A23 00FF
80179A1F 00FF

WCW/NWO: Revenge

ecret characters
find these secret characters, you ve to achieve specific goals.

rt Henning
n all nine rounds of the U.S. eavyweight competition to get Curt enning.

owdy Roddy Piper
t the World Heavyweight Belt to t Roddy Piper.

Kanyon
Get the TV title to get Kanyon in the WCW.

Kidman
Get the Cruiserweight Belt to get Kidman.

Meng and Barbarian
Get the Tag Team Belts and you'll be able to play as Meng and Barbarian.

Extra modes
Achieve the following challenges within the game to get these extra modes.

TV Title Mode
Win the Cruiserweight Belt to get TV Title Mode.

World Heavyweight Mode
Win the U.S. Heavyweight Belt to get World Heavyweight Mode.



Cruis'n World



Slightly better than the first one, but you'll probably still need some cheats to get something out of one of Nintendo's less accomplished titles.

Two wheeler
If you double tap A while holding left or right, you can take your vehicle onto two wheels. This can be a useful and fast way to take corners



Power boost
Double tap A quickly while racing to do a wheelie and speed up a bit.

Secret cars
You have to earn your extra cars in *Cruis'n World*, oh yes. Beat the following tracks in the following times to win the following cars. Following, yes.

Track	Time	Car
Australia	1:49	Surgeon
China	1:14	Enforcer
Egypt	1:07	Skool Bus
England	1:46	Bulldog
France	2:15	Tommy
Germany	2:27	New York Taxi
Hawaii	3:47	Monsta
Japan	2:48	Rocket
Kenya	2:06	Conductor
Mexico	1:46	Howler
New York	2:11	Grass Hopper
Russia	1.58	Rocke3

GO! GO!

READERS' TOP TEN TIPS

This page is yours. It never ceases to amaze us here at N64 Magazine when we open the entries for Readers' Top Ten Tips – how some of you find out what you do is a complete mystery. Especially to new boy Paul, who's easily confused as it is (he comes from Frome).

Anyway, if you want to get in on the action (the best tip wins a brand new Makopad from Interact – 01204 700139), find something you reckon other people don't know about, jot it down on the form below (use a bit of paper if you need more room or don't want to cut your mag) and send it in. S' Easy!

CHEAT O' THE MONTH

1. 1080° Snowboarding

To get all the tricks, enter Training mode and choose a simple trick. Perform the easy trick off a ramp. In mid-air press Right-C (to re-enter the trick list) and choose another trick (one that you can't do normally). Press A to re-enter the game and land on the snow. The CPU will think you have performed the more difficult trick. This little quirk can be used to acquire all the tricks and unlock the secret characters (see the guide in N64 issue 19).
Michael Scott, Leicester

2. FIFA 98: Road to the World Cup

To skip to round 1 of the World Cup, type in ANATOCI under Vancouver on the player edit screen.
Tony Hobbs, Leeds

3. WWF Warzone

To get extra characters, go to the main menu and press Top-C, A, A, B, Z.
Kristopher Chambers, Doncaster

4. F1 World GP

On the French track (Magny Cours), you can take a shortcut to get into pole position. Start the race, and race as normal until you reach the first right-hand bend. On the bend you can drive across the grass and over the hill.
Mark Harrison, South Ockendon

5. GoldenEye

Use the Invincibility cheat on the Silo level, and place Plastique on a wall. Shoot at it and you'll become a living fireball. Kill your enemies with the flames that follow you around.
Adam Taylor, Nottingham

6. Mortal Kombat 4

Having trouble beating Goro? Just select Raiden and continuously do his torpedo move when you're fighting.
Stephen Leggatt, Glasgow



7. Pilotwings 64

If you fly far enough out to sea from an island, after 15-30 seconds you will see the back of the island that you just came from in front of you. This is useful when you're short of fuel or time.
Ben Carr, Merseyside

8. Iggy's Reckin Balls

Press R+Z on the menu then type the following in on the new cheat menu (which has just been activated):
JUMPAROUND: Level Select
ICEPRINCESS: Icy Tracks
Ashley Lloyd, Bristol

9. ISS '98

Enter these cheats on the title screen.
Big Head mode:
Bottom-C x2, Top-C x2, Right-C, Left-C, Right-C, Left-C, B, A, press and hold Z, while holding Z press Start.
Extra Teams:
Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, B, A, press and hold Z, while holding Z press start.
Solomon Gavin, Birmingham

10. GoldenEye

If you don't want anybody to know that you have the token in Flag Tag, press and hold Slap (i.e. no weapons selected) before you collect it. As long as you are holding Slap nobody will know you've got the token.
Luke Bond, Great Yarmouth

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

Post code ....

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Beatties Internal Memo

To: Nigel Cliffe
c.c. Adam Hesketh, Juliana Foley

From: Arthur Smith

STRICTLY CONFIDENTIAL

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Not to be repeated!!

F1 World Grand Prix (N64) with a FREE Radio Controlled Car worth £29.99.

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thanx

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p.s. I think I've flipped with this one!



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CRAWLEY	01293 523658
CROYDON	O181 688 1585
CUMBERNAULD	01236 734297
DERBY	01332 207070
DUDLEY	01384 483386
DUMFRIES	01387 264884
EAST KILBRIDE	01355 235586
GATESHEAD	0191 461 0362
GLASGOW	0141 248 6867
GUILDFORD	01483 440066
HALIFAX	01422 353986
HARROGATE	01423 564335
HARROW	0181 427 1175
HEMEL HEMPSTEAD	01442 253691
HIGH WYCOMBE	01494 525177
HOLBORN	0171 405 8592
HULL	01482 223049
KETTERING	01536 512507
KILMARNOCK	01563 520262
KINGSTON	0181 549 5464
LEEDS	01132 456611
LEICESTER	01162 512697
LEWISHAM	0181 852 0449
LIVERPOOL	0151 709 0799
LUTON	015827 36218
MANCHESTER	0161 834 7780
MIDDLESBOROUGH	01642 243736
NEWBURY	01635 46004
NEWCASTLE	0191 232 4161
NEWCASTLE	0191 261 6432
NOTTINGHAM	01159 411693
PERTH	01738 639450
PORTSMOUTH	01705 823681
READING	01189 586899
ROMFORD	01708 724283
SHEFFIELD	01142 757864
SOUTHAMPTON	01703 224843
SOUTHGATE	0181 886 4258
STIRLING	01786 447979
WATFORD	01923 227563
WEST THURROCK	01708 890688
WINCHESTER	01962 860188
WOODLEY	01189 691730
(VR) LONDON	0171 256 7210

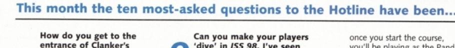
While stocks last. E&OE

You're through to... THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

Nostrodamus was a funny chap. His predictions have been uncannily accurate throughout history (well, the stuff about hotdogs was a bit off), but now that we've finally come to 1999 attention must turn to the fact that Nostrodamus says that the World will end in July of this year.

Now, I don't want to put the heebie-jeebies up you guys out there, but essentially this means that you've only got six months to complete *Zelda 64*, and there are people out there who still haven't finished the Game Boy version yet, so you've got your work cut out before the World gets eaten by a giant mutant star goat (or something). Well? What are you reading this for? Get cracking!

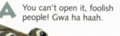


This month the ten most-asked questions to the Hotline have been...

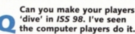
Q How do you get to the entrance of Clanker's Cavern in *Banjo-Kazooie*? I've opened it and have two pipes sticking up from the water but I can't reach the pipes.

A To reach the pipes you just need to use the double-jump (A button, then A again in mid-air).

Q In *Banjo-Kazooie*, on Mad Monster Mansion, how do you open the chest in the attic?



A You can't open it, foolish people! Gwa ha haah.



Q Can you make your players 'dive' in *ISS 98*. I've seen the computer players do it.

A As far as we're aware, you can't deliberately make your player take a fall. Of course, if they were drinking as much as Gazza, you wouldn't need to.

Q Are there any cheats for *Mortal Kombat IV*?

A On the options screen, highlight the word 'continues' and hold the Run and Block buttons simultaneously to get a hidden cheat menu.

Q How do I perform the hidden tricks in *1080° Snowboarding*?

A To do those tricks, you must be playing as the Panda character. To access this secret character, you must first get a high score on all the courses (including the trick courses), in all three places. Then, go back to the character select screen, highlight Rob Haywood, press the A button once to bring up his stats, and then press Right-C and then A again to select him. Choose your board as normal, and once you start the course, you'll be playing as the Panda.

Q Is there anyway to get faster lap times in *F1 World Grand Prix*?

A No easy way, I'm afraid – it really is a case of practice. Initially you should be starting off on the easiest setting with both braking and acceleration assist on. However, once you get the hang of taking the corners at the correct speeds, you should take off the braking assist at the earliest opportunity – this will enable you to brake far later at the corners than the CPU allows you to, which can improve your lap times dramatically. Apart from that general advice, lap times will vary depending on which course you're racing on, how many laps you're doing and a hundred other



variables. The less laps you're doing, the lighter your fuel load and the faster your car. Less down-force on your car will also increase your speed but this will come at the loss of stability and grip.

☎ (01703) 652222

HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

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We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

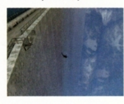
Q So are there any cheats in the game?

A You can access two hidden drivers – Silver and Gold metallic versions of the Williams driver. They're both faster than any of the other drivers but you can't use them in the Championship, only in the Time Trial and exhibition modes. Still, gravy's gravy, so here's the cheat.

Choose the second Williams driver (the one actually named Driver Williams). Edit his name to 'Driver Chromed' (for the Silver Driver) or 'Driver Pyrites' (for the Gold Driver). Make sure both names are spelt correctly or the cheat won't work.

Q I'm playing *GoldenEye 007* and I've got stuck on the first level! How do you get to the dam to bungee jump off?

A Assuming that you've cleared the first two 'areas' with the two sentry towers, you've



probably come to the green gate where the lorry stops. This is actually where most people get stuck. Look to the right of the gate and you'll see a red switch on the wall. Walk up so that you're stood right in front of it and press B. The gate will now open and you can progress. Nearly all gates are opened like this , however some will also require you to possess keys or security cards which you should have found elsewhere in the level.

Q How do you take the picture of the video screen and copy the GoldenEye key on the first bunker level in Severnaya?

A This will be the first time on the Agent difficulty setting that you actually have to use items from your inventory. To copy the GoldenEye key, first make sure that you've picked it up (Doh!). Once the key is in your possession, pause the game and push right on the Analogue to enter your inventory. Move down the list until you highlight the 'Key Analyser'. Push A to select the item and then unpause the game. To use the Analyser, simply press the Z trigger (as if you were firing a weapon). When the 'Objective Complete' message comes up, press Z again to replace the key. The same process applies to taking a picture of the video screen. This time, select the camera from your item list, stand in front of the screen and press Z to take the picture.

Q On the Silo level, I've taken a picture of the satellite, but when I finish the level, it says I've failed that objective! What's going on?

A Another common error that some people make is to mistake the rocket at the start of the level for the satellite. The satellite is actually in the last of the numbered rooms – room 4-A1. The satellite looks like a silver cylinder with blue solar panels on either side of it. Repeat the process you went through to take a photo of the video screen on the first bunker level.

Q How do you confront and unmask Janu on the Statue Park level on 007 difficulty.

A Once you've met Valentin in the cargo container, exit and head over to the opposite wall. Turn left, so you're heading in the direction you were originally going (away from the entrance), and follow the fence until you come to a gap that you can go through. Follow this path to the back of the area, and you'll find a large statue with scaffolding around it. Walk up to the statue and turn around. Several men in black suits will walk out of the shadows and up the hill towards you. *It is imperative at this point that you do not attempt to shoot them.* Wait until Janus starts talking to you. Put your gun away when prompted to do so, and stand still until he has revealed his identity. Once the 'Objective Complete' message has been shown, you can blast away like crazy, if you really want.

However, it is probably quicker just to run out of the area and head back towards the entrance to the park where Natalya will be held captive. Rescue her, get the black box and leave the level by walking through the gates.

Note that you *must not shoot at anyone* during this very last bit of the level (in fact, you must put your gun away). If you don't, you'll be so full of lead you'll be able to sharpen your head and use yourself as a pencil.



Back issues

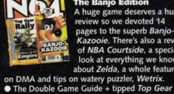
Issues 1-16 SOLD OUT!

You can get them here and incredibly simple it is too. Now what are you waiting for then? Go on, they'll be worth a fortune in a few year's time!



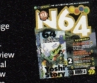
ISSUE 17
The E3 Edition

Tim trawled through the huge E3 games show in Atlanta and came home with a suitcase stuffed full of hot information. We managed to cram it all into this biggest ever issue and even left some room for guides on *Forsaken*, *WCW*, *World Cup '98* and *Quake*. ● The Double Game Guide + tipped *Fighters Destiny* and *Snowboard Kids*.



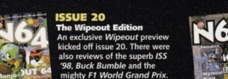
ISSUE 18
The Banjo Edition

A huge game deserves a huge review so we devoted 14 pages to the superb *Banjo-Kazooie*. There's also a review of *NBA Courtside*, a special look at everything we know about *Zelda*, a whole feature on DMA and tips on watery puzzler, *Wetrix*. ● The Double Game Guide + tipped *Top Gear Rally* and *Shadows of the Empire*.



ISSUE 19
The Turok 2 Edition

Acclaim's new dinosaur basher looks absolutely fantastic and certainly warrants a huge Special Investigation. We reviewed *Mission Impossible* and the Japanese version of futuristic racer *F-Zero X* in this packed issue and there was also a huge level-by-level guide to Banjo-Kazooie. ● Issue 19's Double Game Guide + tipped *Yoshi's Story* and *Pilotwings*.



ISSUE 20
The Wipeout Edition

An exclusive *Wipeout* preview kicked off issue 20. There were also reviews of the superb *ISS '98*, *Buck Bumble* and the mighty *F1 World Grand Prix*. Tips tackled *WWF Warzone* and Max had a thorough look at *Pocket Monsters Stadium*. ● The Double Game Guide + was completely devoted to *Banjo-Kazooie* and there was a great *Wipeout* poster mag too.

ISSUE 21
The Turok 2 Edition (again)

Better than *GoldenEye*? That was the question we asked of *Turok 2*. Find out how it measured up here. We also reviewed *1080°* and tipped the fabulous *ISS '98*. ● *Forsaken* and *Mystical Ninja* appeared in the DGG + and we also gave away a complete *Mission: Impossible* playing guide and a console sticker worth £10!



ISSUE 22
The V-Rally Edition

The World's first review of Infogrames' excellent racing game plus details of how to win a £10,000 rally car. 65 previously unseen *Perfect Dark* shots and huge reviews of the PAL version of *F-Zero X* and the rather superb *Body Harvest*. ● The Double Game Guide + tackled Nintendo's fabulous *1080° Snowboarding* and the sublime *F1 World GP*.

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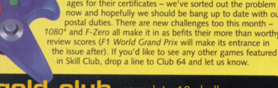




Certificates in the post, big plans in the pipeline.

You join Skill Club for the last time in its present form – next month things will all be different. Oh yes. Brightier, spanglier but most importantly, just as exclusive – only the cream of the World's gamers get onto these hallowed pages and next month their surroundings will be even more salubrious.

Don't worry about entering Skill Club now, though. The entrance requirements will remain the same, only the look and organisation will change. Entering now will still see you safely inside – as long as your proof is good enough of course. Sorry to all those people who've been waiting for ages for their certificates – we've sorted out the problem now and hopefully we should be bang up to date with our postal duties. There are new challenges too this month – *1080°* and *F-Zero* all make it in as befits their more than worthy review scores (*F1 World Grand Prix* will make its entrance in the issue after). If you'd like to see any other games featured in Skill Club, drop a line to Club 64 and let us know.



gold club complete 10 challenges

Name	Name
Simon Moore, Liverpool	Stephen McMahon, Co. Down
Richard Davies, Rotherham	John Kostons, Nederland
René Laurent, Ireland	Piet dem Dulk, Holland
Stephen Lockhart, Ireland	Paul Isaia, Southampton
Andrew McGrae, Southport	Robert Gallagher, Eastleigh
Matthew King, Bromley	Ingvar S. Arnorson, Iceland
Derek Thomson, Edinburgh	David Sharp, Clackmannanshire
Jon Davies, Wallingford	Shane Roberts, Spalding
Jan-Erik Spangberg, Sweden	Andrew Mills, Londonderry
Kelly Humphreys, Marlow	Mark Currid, Ireland
Graham Underwood, Cumbria	David Nicol, Cambridge
Gregor Richards, Dorking	David Keane, Sandwich
Stuart Richards, Dorking	

silver club complete 7 challenges

Name	Completed
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Joshua Takaoka, Newbury	A,B,C,D,G,I
James Register, Surrey	A,B,C,D,F,H
Stephen Mansfield, Derby	A,B,C,D,E,I
Jack Gilbey, Bridgeport	A,B,C,D,F,I
Chris Smith, Tyne and Wear	A,B,C,D,I,K
Chris Gray, Fife	A,C,D,F,H,I
David Taylor, Fife	A,C,D,F,H,I
Justin Servis, Co. Roscommon	A,D,E,G,H,I
Kostas A. Mitzithras, Greece	A,C,D,E,I,J,L
Kevin Spring, Bradford	A,B,C,D,G,H
Kenneth Pickering, Ayrshire	A,B,C,D,G,I
Shaun Bell, Trowbridge	A,B,D,E,G,H
Kurt Peter Radford, Rotherham	A,B,D,E,F,I
Richard Davies, Rotherham	A,B,D,E,F,I
Philip Foster, Havant	A,B,D,E,F,G
Derek Topper, Bristol	A,C,E,F,G,H
Chris Scearce, Reading	A,B,C,D,F,G
Arthur Van Dalen, The Netherlands	A,B,D,F,G,H
Ciaran McDermott, Ireland	A,B,C,D,E,F,H
Rony Costa, Middlesex	A,B,C,D,E,I
Andrew Castiglione, Bristol	A,B,D,E,F,H
Gary Thomson, Midlothian	A,B,C,D,E,F,H
Jon Olav Larsen, Norway	A,B,C,D,E,F,G
Mario Sioutis, Greece	A,C,D,E,F,G,H
Andrew Rutherford, Macclesfield	A,B,C,D,F,G
Ben Campion, Staffs	A,B,C,D,F,H
Ben Cook, Shoreham-By-Sea	A,B,C,D,G,H
Chris Constable, Devizes	A,C,D,F,G,H
Brett Slader, Australia	A,B,C,D,E,F,G
Craig Scotney, Leighton Buzzard	A,B,C,D,G,H
Dave Bloemer, Holland	A,B,C,D,F,G,K
The Terrible Twins, Banbury	A,B,C,E,F,H
David Nicol, Cambridge	A,B,C,D,F,I
Craig Silcocks, Trowbridge	A,B,C,D,E,F
Gard Mellemstrand, Norway	A,C,D,E,F,G
Andrew Taylor, Cheshire	A,B,C,D,F,H
James Cruickshank, Clackmannanshire	A,C,D,F,G,H
Tom Clarke, Bucks	A,B,C,D,F,I,K
Kevin Gilbert, Upton	A,B,D,G,H,I,K
Daniel Syversen, Norway	A,B,C,D,F,H,K
Martyn Bibby, Cheshire	A,B,D,E,F,G,H
Christopher Smith, Surrey	A,B,C,D,E,G,I
Aidan Murray, Co. Cork	A,B,C,D,F,G,H
Chris Kerry, Essex	A,B,C,F,G,I,K
Matthew King, Bromley	A,B,C,D,E,F,G,I

bronze club complete 3 challenges

Name	Completed
Adam Johnstone, Wantage	A,B,F
Pierre Dimba, Tonbridge	A,C,G
Ben Olney, Kingston	A,D,E
Kevin Watts, Mansfield	A,C,F
Lawrence Gilbey, Bridport	B,C,I
David Maguregui, Wellesbourne	D,E,G
Daniel Brooks, Swindon	A,B,F
Ciaran Spence, Co. Antrim	A,B,F
Miles Fearnley, West Yorks	B,D,E
Joachim Clauwers, Belgium	A,D,F
R. Knapman, South Wirral	A,B,E
Stephen Durant, Bridgwater	A,F,I
Simon Bell, Co. Durham	A,B,F
Herman Valk, The Netherlands	A,B,G
Michael Gapper, Bristol	A,C,F
Riccardo Riboldi, Italy	A,B,E
Adam Norman, Nottingham	A,D,E
Nicholas Bec, Salisbury	A,C,I
Paul Coulson, Stamford	A,B,F
Sebastian Bond, Gloucester	A,D,G
Ioan Rees, Redditch	A,B,G
Nick Hadden, Co. Cork	A,C,I
Tom Richardson, Addingham	A,C,H
Robert Kloosterhuis, Holland	A,D,F
Gordon Scales, Nottingham	A,B,F
Ian Renyard, Ashford	A,B,F
Phillip Renyard, Ashford	A,B,F
Brian Mulheron, Tyne & Wear	A,C,F
Andy Howard, Cambridge	A,B,D
Remco Van Wingerden, Holland	A,B,F
Mark Odell, Derby	A,D,E
Thomas Suckling, Ipswich	A,D,F
Dylan Foale, Devon	A,C,I
Lee Robertshaw, Southampton	A,E,F
Ian Gore, Somerset	A,B,F
Graham Cookson, Kent	A,B,H
Dave Bloemer, Holland	A,C,F
Andrew Hannath, Swindon	B,D,F
Erwin Zeevaart, Holland	A,F,H
Steve Paget, Bonsall	A,C,D
Richard Whitham, Poulton-le-Fylde	A,B,F
Philip O, Herts	A,D,H
Benjamin Lo, London	E,F,J
Robert Lynch, Middlesex	A,B,D
Owain Brimfield, Isle of Man	A,E,F
David Newbrook, Staffs	A,D,F
Alex Schwassmann, Germany	A,F,I
Chris Partridge, East Sussex	A,C,F
Jonathan Townsend, Gwent	A,E,G
David Myring, Bristol	A,E,F
Ben Davies, Coventry	B,C,J
Matt Peck, East Sussex	A,D,E
Mark Rundle, Herts	A,D,H
Richard Sutton, Kent	A,B,I
Mark Walker, Bedford	A,B,F
Jonathan Davies, Coventry	B,C,J
Sandy McKenzie, Fife	C,F,H
Adam Khattak, Belfast	A,C,F
Matthew Kitis, Liverpool	B,C,I
Joe Cape, Stirling	A,C,D
Ewen Summers, Ayrshire	A,B,D
Joachim Clauwers, Belgium	A,D,F
David Holmes, Doncaster	A,B,F
Tom Wyatt, Staines	A,C,D
Ben Stevens, London	A,E,F
James O'Sullivan, Somerset	A,B,D
Keith Tannahill, Ayrshire	A,B,D
Jamil Yahyaoui, Belfast	A,B,D
Michael Achilles, Chingford	A,D,I
Jan Dehm Neves, Portugal	A,E,G
Luke Yeandle, Abertillery	A,D,E
Ben Wakefield, Twickenham	A,B,D
Omid Elliott, Co. Tyrone	A,B,C
Nick Syrad, Reading	A,D,F
Patrick Laakso, Sweden	A,B,D
David Gibson, Fleet	B,D,H
Mark Underwood, Cumbria	A,E,I
Daniel Longstaff, Chigwell	A,G,I
Vincent Coyne, Galway	A,E,F

Name	Completed
Raoul Smids, Belgium	A,B,G
Chris O'Riordan, Cornwall	A,B,E
Matthew Weston, Nottingham	A,C,D
Sandy McKenzie, Fife	C,F,G
Norman Glover, Cleveland	A,B,F
Alex Johnson, Sidcup	A,C,D
Damian Unwin, Soton	B,C,D
Daniel McCann, Glasgow	B,E,H
Chris Hinkley, Peckham	A,B,F
Gordon Willmott, Edinburgh	A,D,K
Johan Brown, Grantham	A,B,D
Rod Bayliss, Australia	A,D,H
Russell Higgins, Shropshire	A,G,I
Wajahat Ali, Blackburn	A,C,E
Adam Bull, Leeds	A,I,K
Tormod Krogh, Norway	A,C,F
Remko Veenstra, Holland	A,F,G
Moe Aboulkheir, London	A,D,J
Oliver Bolton, Kent	A,C,F
James Garrity, Liverpool	A,B,E
Elidir Jones, Gwynedd	A,B,F
Alan Hooper, Weston-super-Mare	A,D,E
Steven Said, Australia	A,B,I
Alexander Filipowski, Warrington	C,F,J
Wayne Parkes, Cornwall	A,B,D
Joel Porter, London	A,E,F
Floryn Cleverens, The Netherlands	A,C,G
Martin Hunter, Edinburgh	A,B,E
Richard Holmes, Derbyshire	E,G,I
Alex Wood, Ipswich	A,B,D
Steven Astley, Wigan	E,F,J
Mike Hodzelmans, Holland	A,B,D
Michael Petch, Doncaster	A,B,I
Simon London, Norwich	A,B,C
Peter Campbell, Belfast	D,G,J
David Faggiani, Manchester	A,D,F
William Shutes, Norwich	A,B,F
Simon Lyddon, Devon	A,B,D
Steven Smith, Essex	B,D,F
Henry Rummins, Ashford	A,B,D
Edward Rummins, Ashford	A,B,D
Ryan Carson, Devon	A,C,F
Ashley Bennett, Essex	A,D,I
Thomas Vincent, Weston-super-Mare	A,D,F
Sarah Margle, Ware	A,B,I
Sam Thompson, Aberystwyth	C,D,I
Toni Ylaranta, Finland	A,G,I
Tom Badran, Basingstoke	A,C,G
John Hope, Northampton	A,F,I
Joshua Clarke, Birmingham	A,C,F
Matthew Harper, Gloucester	A,D,I
Christopher Green, Reading	A,D,F
Chris Knowles, Cheshire	A,B,D
Turo Halinen, Finland	A,D,K
Dennis Schuh, Holland	A,C,D
Niall Quigley, Co. Tyrone	A,B,H
Guy Burdge, Somerset	A,D,E
Brian Davidson, Co. Tyrone	A,B,D
Scott Butler, Co. Armagh	A,C,G
Pieter van den Buirk, The Netherlands	A,I,K
John Heelham, Manchester	A,B,K
Andrew Phillips, London	A,D,J
Alastair Edwards, London	A,D,J
Paul Shinn, Deptford	A,I,K
Oliver Carson, Devon	A,C,D
Christopher Balzan, Kent	A,D,F
John Davies, Staffordshire	A,D,F
Steven Ward, Hawes	A,B,D
Steven Mai, Staffordshire	A,C,D
Daniel Green, Thornton	A,C,D
Ben Dawson, Sheffield	C,D,J
Richard Best, Dundee	A,B,E
Marc Edgeworth, Gloucester	A,F,G
Chris Pitchell, Bristol	A,B,I
Harrison Bolt, Surrey	A,B,F
James Arnold, Australia	A,B,C
Alun Thomas, Haverfordwest	A,F,J
Mark Aquilina, Malta	A,B,I
Gokhan Kurt, London	C,H,I

Name	Completed
Paul Jerome, London	A,C,D
Anthony Gruitt, Sittingbourne	C,D,F
Raymond Wan, Cheshire	A,B,D
Robert Clark, Kent	A,B,D
John Stackhouse, Walsall	A,B,D
Lee Fletcher, Halifax	A,D,I
Myles Giles, Huddersfield	A,D,I
James McKeown, Ayr	B,D,I
Adam Skeggs, Leicester	A,C,H
Nader Kohbodi, Anglesey	A,D,E
Christopher Thompson, Co. Antrim	A,D,E
Plemis Luijnenburg, Holland	A,I,J
Chris Tate, Tyne and Wear	A,G,I
Manolis Kalaitzake, Cork	A,D,E
Neil Keery, Co. Down	A,B,E
Reuben Barker, East Sussex	A,C,D
Peter Bowden, Manchester	A,B,F
Craig Thomas, South Wales	A,G,H
David Heath, East Sussex	A,D,E
Kari Bogdanoff, Finland	A,G,J
Donique Visser, Holland	A,B,K
David Grice, West Bromich	A,D,I
Jimi McGuinty, Cheshire	C,D,E
Mark Anthony Say, Cleveland	A,D,E
Daniel Green, Cleveleys	A,C,D
Laurie Eggleston, Kent	B,C,J
Lochlan McBride, Australia	A,D,F
Gavin Major, Worcestershire	A,B,D
Michael Lam, Southport	A,B,I
Andrew Gray, Oban	A,C,D
Andrew Robinson, Darlington	A,B,C
Steven Woolley, Norfolk	A,B,D
Kristof Villers, Belgium	A,D,F
Paul Mann, Evesham	A,B,D
Edward Lunn, West Sussex	A,B,C
Frederic Azais, Canada	A,B,D
David Conroy, Accrington	C,E,F
Robert Moore, Co. Cork	A,C,E
Paul Northend, Middlesborough	A,C,F
Emil Tanem, Norway	A,B,D
Michael Elderfield, Canterbury	A,D,F
Tjing Lam, Netherlands	A,E,F
Lesley Hodges, Switzerland	A,B,I
David Keane, Kent	C,D,L
Tom Hill, Wickford	A,B,F
Mart V. D. Ven, Holland	A,C,I
David Conroy, Lancaster	A,B,C
Paul Davies, Edmonton	B,E,G,I
Nils Meuzler, Germany	A,B,E,I
Jeremy Scoble, Plymouth	A,D,G,I
Chris Thomas, Wallington	A,B,C,I
James Bundy, Reading	A,E,F,I
Alex McIver, Edinburgh	A,B,C,F
Tom Walker, Halstead	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
Philipp Sokolean, Switzerland	A,D,E,I
James Leigh, Clevedon	A,B,G,I
Neil Williamson, Nottingham	A,B,C,F
Aidan Murray, Co. Cork	A,B,D,H
Carl Bullen, Liverpool	A,B,G,H
Alex Mann, Bedford	A,C,D,F
Alain Keersmaekers, Belgium	A,B,F,J
Mark Quinn, Preston	A,B,E,I
Daniel Weserholm, Finland	B,D,E,I
Andrew Davies, Essex	A,B,D,I
Morten Trosstad, Norway	A,B,C,I
Martin Cater, Hucknall	A,B,C,G
Philipp Sokolean, Switzerland	A,B,D,I
Afong Toh, The Netherlands	A,C,H,I
Daniel Lally, Berkshire	A,B,F,G
James Hinton, Knoresborough	A,B,C,D
Michael Walker, Londonderry	A,D,H,I
Asgeir Vikan, Norway	A,B,D,J
Andrew Carrington, Pontefract	A,D,E,J
Christopher McCabe, County Down	A,B,D,F
Raymond Wells, Essex	A,B,F,H
Ed Higgins, Essex	A,B,G,I
Joel Radford, Australia	A,B,C,D

Name	Completed
Stuart Derbyshire, Bolton	A,B,D,G
Griffin Leadabrand, Australia	A,D,F,I
Kane Dorey, Jersey	A,B,D,H
David Dixon, Cumbria	A,D,F,G
Matthew Wilkins, Wiltshire	A,B,D,E
Richard Woodall, New Zealand	A,C,D,G
Martin Drew, Bognor Regis	A,D,G,J
David Park, Tyne and Wear	A,D,F,G
James Garrity, Liverpool	A,B,D,E
Michael Williams, Cardiff	D,H,I,K
Martin Flyn, Kent	A,C,D,F
Mikael Bogdanoff, Finland	A,F,I,J
Tom Carver, Devon	A,C,H,I
Steven Goacher, Surrey	A,B,D,H
Kevin Gurton, Kent	A,B,D,I
John Brockie, Cumbria	A,B,C,D
David and Chris Mason, Plymouth	A,B,D,I
Scott Winterburn, Norfolk	A,D,G,I
Jesus R. Membrive, Spain	A,D,G,I
Antonio V. Carmona, Spain	A,D,G,I
M. Mina, Essex	A,C,E,F,I
Robert Ward, Middlesex	A,B,G,H,I
Alain Keersmaekers, Belgium	A,B,C,F,J
David Lewis, Birmingham	A,B,D,E,F
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen Rogers, Manchester	A,C,E,F,H
Davy James, Powys	A,B,C,G,H
Pat Shields, Co. Down	A,C,D,E,I
Kevin Seeney, Bury St Edmunds	A,B,C,D,I
Benjamin Khan, Bradford	B,C,D,F,I
Kevin Loughlin, Slough	A,B,C,E,F
James Hegarty, Belfast	A,B,F,G,J
Nick Taverner, Suffolk	A,B,C,D,I
Per Nilsson, Sweden	A,B,D,F,I
Panagiotis Bagiokos, Greece	A,B,C,F,I
Roeland Van Straalen, Holland	A,B,C,F,I
Aynsley Welling, Cyprus	C,E,F,G,I
Charles Ayesa, Australia	A,B,D,G,H
Mark Green, Cheltenham	A,C,D,F,H
Chris Kerry, Essex	A,B,C,F,I
Daniel Metcalf, Norwich	A,C,D,F,G
Gearoid Reidy, Co. Offaly	B,C,D,E,G
Griffin Leadebrand, Australia	A,B,D,F,I,
Michael Middleton, Huddersfield	A,B,C,D,H
Richard Brady, Essex	A,D,F,H,I
Lawson Gavin, Co. Offacy	B,C,D,E,G
Steven Bigham, Whitburn	A,C,F,H,I
Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Andre Bifleuen, Holland	A,B,E,G,I
Roger King, Suffolk	A,B,D,F,I
Ryan Bledsoe, Knaresborough	A,B,D,H,I
George Ioakimidis, Greece	A,B,C,D,H,I
Gavin Cole, Tyne & Wear	A,B,C,F,G,H





challenge A — Super Mario 64

What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.

challenge B — Diddy Kong Racing

What you must do: Finish the game in mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful Tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh and don't forget the DGG + with issue 11.

challenge C — Lylat Wars

What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Issue 8's free poster and the DGG + with issue 13.

challenge D — GoldenEye 007

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge E — ISS64

What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge F — Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — Pilotwings

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.

challenge H — Turok: Dinosaur Hunter

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K — Yoshi's Story

What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.

challenge L — Banjo-Kazooie

What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful Tips: A huge guide in issue 19 and the Double Game Guide + on the front of issue 20.

challenge M — 1080° Snowboarding

What you must do: Score over 80,000 in the Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful Tips: Last issue's Double Game Guide + would be a good start.

challenge N — F-Zero X

What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do for this one, we're afraid. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful Tips: Hang on for next issue's Double Game Guide +.

the rules

GAME BOY CAMERA PICTURES NOW ACCEPTED

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.

skill club 64 ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league. I include proof of my achievements in:

	A Super Mario 64		H Turok
	B DKR		I Blast Corps
	C Lylat Wars		J Wave Race 64
	D GoldenEye 007		K Yoshi's Story
	E ISS64		L Banjo-Kazooie
	F Mario Kart 64		M 1080°
	G Pilotwings 64		N F-Zero X

Please send my badge and certificate to:

Name ....

Address ....

....

....

Use a photocopy of this form if you'd rather not cut your copy of N64 Magazine

challenge A — Super Mario 64

What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.

challenge B — Diddy Kong Racing

What you must do: Finish the game in mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful Tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh and don't forget the DGG + with issue 11.

challenge C — Lylat Wars

What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Issue 8's free poster and the DGG + with issue 13.

challenge D — GoldenEye 007

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge E — ISS64

What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge — Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — Pilotwings

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.

challenge H — Turok: Dinosaur Hunter

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K — Yoshi's Story

What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.

challenge L — Banjo-Kazooie

What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful Tips: A huge guide in issue 19 and the Double Game Guide + on the front of issue 20.

challenge M — 1080° Snowboarding

What you must do: Score over 80,000 in the Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful Tips: Last issue's Double Game Guide + would be a good start.

challenge N — F-Zero X

What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do for this one, we're afraid. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful Tips: Hang on for next issue's Double Game Guide +.

the rules

GAME BOY CAMERA PICTURES NOW ACCEPTED

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of* **N64** *Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.

skill club 64 ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league. I include proof of my achievements in:

	A Super Mario 64		H Turok
	B DKR		I Blast Corps
	C Lylat Wars		J Wave Race 64
	D GoldenEye 007		K Yoshi's Story
	E ISS64		L Banjo-Kazooie
	F Mario Kart 64		M 1080°
	G Pilotwings 64		N F-Zero X

Please send my badge and certificate to:

Name ....

Address ....

....

....

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

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Why you age and what you can do about it

STAR WARS II
Designing the nuclear shield of the future



ON SALE NOW!

Are you the best at Banjo-Kazooie™



With baited breath the nation waits to find out just who is the best *Banjo-Kazooie* player of them all.

As usual we set you the toughest of challenges and, as usual, you responded in your thousands. We've been amazed by the number of entries we've had, people vying to prove themselves the best *Banjo-Kazooie* player in the World.

Such was the response that we've decided to print a top 100 for the first challenge – on Mumbo's Mountain – to get as many of your names into the mag as possible. We can't imagine how Steve Ridley managed to complete Mumbo's Mountain in less than five minutes, but manage it he did, and he beat his nearest competitor by a clear 14 seconds.

In the Total Game Time category, we were stunned by Stelios Giamarelos' two hours and 59 seconds entry. His entries came on Game Boy camera pictures, but they were convincing enough for us to get out our cheque books. Interestingly his time must mean that the game can be completed in less than two hours. Our I'm the Best leagues (and a special prize) await the first person to send in a sub-two hour time.

Congratulations to our four league winners, then and congratulations too to everyone else who managed a placing in our results table. Turn to page 86 to find details of **N64** Magazine's latest competition, with the chance to win a very, very special prize. Good luck to you all!



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MUMBO'S MOUNTAIN

TOP 100 TIMES

REQUIREMENTS: 100 NOTES, 10 JIGSAWS, 2 HONEYCOMBS

£30 WINNER! 00:04:54 Steve Ridley, Norwich

2	00:05:08	Stelios Giamarelos, Athens
3	00:05:30	Marc Keeling Vincent, West Sussex
4	00:05:48	Patrick Wessels, Rotterdam
5	00:06:01	Stephen Mansfield, Derby
6	00:06:18	Steven Zwantjes, Holland
7	00:06:19	Marco Torri, Switzerland
8	00:06:20	Graham Underwood, Penrith
9	00:06:24	Darren Gordon, Fife
10	00:06:25	John Davies, Newcastle-under-Lyme
11	00:06:30	Richard Dunn, Lincolnshire
12	00:06:33	Brett Slader, Australia
13 =	00:06:35	Piet den Dulk, Holland
13 =	00:06:35	Kevin Seeney, Bury St Edmunds
15 =	00:06:38	Rodney Mccomb, Magherafelt
15 =	00:06:38	Sharon Frank, Fraserburgh
17	00:06:56	Neale Duncan, Aberdeen
18	00:07:04	Naomi Janine Morgan, Birmingham
19	00:07:10	Kelvin Moore, Derby
20	00:07:14	Andrew Mills, Londonderry
21	00:07:20	Chris Robus, Yeovil
22	00:07:33	Elliot Hughes, Chorlton
23	00:07:40	Davy James, Powys
24	00:07:41	Tristram Cheng, Sheldon
25	00:07:43	Jack McCarthy, Dublin
26	00:07:45	James Benny, East Sussex
27	00:07:49	Mark Snowball, Worthing
28	00:07:58	Christopher Kirkham, Chelmsford
29 =	00:08:11	Daniel Syversen, Norway
29 =	00:08:11	Alan Johnson, St Albans
31	00:08:13	Gary Townsend, Norfolk
32	00:08:15	Francis Huen, Sheffield
33	00:08:19	Ruben Larsen, Norway
34 =	00:08:20	Andrew Groark, Warrington
34 =	00:08:20	Gary Carney, Gosforth
36	00:08:23	Ian Warburton, Co. Durham
37	00:08:24	Anthony Coombes, Bridgwater
38	00:08:28	Ben Cartledge, Milton Keynes
39	00:08:29	David Walford, Wantage
40	00:08:36	Peter Tweedie, Woking
41	00:08:38	Jan-Erik Spangberg, Sweden
42	00:08:40	Michael Devey, Bristol
43	00:08:41	Joe Maguire, Glasgow
44	00:08:45	William Beaufoy, Oxford
45 =	00:08:46	Martin Flynn, Gravesend
45 =	00:08:46	James Mee, Kent
47	00:08:47	David Vowles, Bath
48 =	00:08:48	Morten Tronstad, Norway
48 =	00:08:48	Stelios Giamerelos, Greece
50	00:08:49	Colin Muir, Berwickshire
51	00:08:50	Max Steven and Hal, Dundee
52	00:08:53	Orestis Giamerelos, Greece
53	00:08:56	Nathan Olive, Lancs
54	00:08:58	Adam Johnstone, Wantage
55	00:09:04	Anders Ringdal, Norway
56	00:09:09	Matthew Pickles, Cheshire
57	00:09:18	Alex Deas, Hawick
58	00:09:24	Adam Holmes, Birmingham
59	00:09:25	Andrew Hogg, Cleveland
60	00:09:26	Andrew Harvey, Twyford
61	00:09:33	Lucia Croney, Littlebourne
62	00:09:36	Ben Duffield, Caister on Sea
63	00:09:41	Elliott Sainsbury, London
64	00:09:44	Matthew Robinson, Stocke Poges
65	00:09:51	Steve Heaume, St Peter Port
66	00:09:52	Raymond Wegman, Holland
67	00:09:57	Sue Foreman, Wallasey
68 =	00:09:58	Adam Taylor, Notts
68 =	00:09:58	Tom Holloway, Isle of Wight
70 =	00:09:59	Arun Sharma, Cheshire
70 =	00:09:59	David MacKay, Glasgow
70 =	00:09:59	Duncan Guyan, Aberdeen
73	00:10:03	Simon Tribbeck, Ablington
74	00:10:05	Annick Boey, Belgium
75	00:10:20	Thomas McAlinden, Ireland
76	00:10:31	Ashley Browning, Basingstoke
77	00:10:33	Paul Grant, Tyne & Wear
78	00:10:35	Joshua Clarke, Birmingham
79 =	00:10:38	Micke Laakso, Finland
79 =	00:10:38	Adrian Marklew, Cannock
81	00:10:41	Hitesh Parekh, West Bromwich
82	00:10:47	Jonathan Marshall, Devon
83	00:10:49	Jamie Powell, London
84	00:10:50	Douglas Monro, Hastings
85	00:10:53	Adam Bishop, Yorkshire
86	00:11:05	Michael 'Buzz' O'Brien, Woking
87	00:11:07	Andrew Castiglione, Bristol
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90	00:11:12	John McKnight, Tyne & Wear
91	00:11:23	Tony Hobbs, Leeds
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TREASURE TROVE COVE

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REQUIREMENTS: 100 NOTES, 10 JIGSAWS, 2 HONEYCOMBS

£30 WINNER! 00:05:39 Steve Ridley, Norwich

2	00:08:13	Stelios Giamarelos, Athens
3	00:09:39	Patrick Wessels, Rotterdam
4	00:10:41	Darren Gordon, Fife
5	00:11:06	Richard Dunn, Lincolnshire
6	00:11:13	Neale Duncan, Aberdeen
7	00:11:27	Sharon Frank, Fraserburgh
8	00:11:29	Jan-Erik Spangberg, Sweden
9	00:11:41	Chris Robus, Yeovil
10	00:11:45	Jason Howard, St Hellier
11	00:12:01	Marco Torri, Switzerland
12	00:12:03	Steven Zwantjes, Holland
13	00:12:21	Kevin Seeney, Bury St Edmunds
14	00:12:29	Francis Huen, Sheffield
15	00:12:32	Gary Carney, Gosforth
16	00:12:40	Ben Cartledge, Milton Keynes
17	00:12:45	Naomi Janine Morgan, Birmingham
18	00:13:05	Jon Davies, Oxfordshire
19	00:13:16	Daniel Syversen, Norway
20	00:13:26	Max Steven and Hal, Dundee







CLANKERS CAVERN

TOP 20 TIMES
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2	00:11:58	Sharon Frank, Fraserburgh
3	00:12:12	Darren Gordon, Fife
4	00:12:31	Chris Robus, Yeovil
5	00:13:15	Francis Huen, Sheffield
6	00:13:23	Steve Ridley, Norwich
7	00:13:24	Stelios Giamarelos, Athens
8	00:13:27	Jan-Erik Spangberg, Sweden
9	00:13:30	Naomi Janine Morgan, Birmingham
10	00:13:39	Jon Davies, Oxfordshire
11	00:13:49	Richard Dunn, Lincolnshire
12	00:13:51	Neale Duncan, Aberdeen
13	00:14:15	Ben Cartledge, Milton Keynes
14	00:14:22	Andrew Mills, Londonderry
15	00:14:33	Kevin Seeney, Bury St Edmunds
16	00:14:35	Gary Carney, Gosforth
17	00:14:41	Max Steven and Hal, Dundee
18	00:14:50	Richard Sutton, Maidstone
19	00:15:05	Marco Torri, Switzerland
20	00:15:08	Christopher Kirkham, Chelmsford

BUBBLE GLOOP SWAMP

TOP 20 TIMES
REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

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3	00:15:37	Steve Ridley, Norwich
4	00:16:00	Darren Gordon, Fife
5	00:16:01	Naomi Janine Morgan, Birmingham
6	00:16:26	Jon Davies, Oxfordshire
7	00:17:07	Andrew Mills, Londonderry
8	00:17:08	Sharon Frank, Fraserburgh
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10	00:17:41	Max Steven and Hal, Dundee
11	00:17:44	Daniel Syversen, Norway
12	00:17:53	Christopher Kirkham, Chelmsford
13	00:18:28	Marco Torri, Switzerland
14	00:19:12	Ben Cartledge, Milton Keynes
15=	00:19:23	Jan-Erik Spangberg, Sweden
15=	00:19:23	Gary Carney, Gosforth
17	00:19:52	Francis Huen, Sheffield
18	00:20:16	Stephen Mansfield, Derby
19	00:21:01	Richard Dunn, Lincolnshire
20	00:21:09	Andrew Hogg, Cleveland

GOBI'S VALLEY

TOP 20 TIMES
REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

£30 WINNER! 00:12:47
Stelios Giamarelos, Athens

2	00:14:22	Steve Ridley, Norwich
3	00:14:58	Patrick Wessels, Rotterdam
4	00:15:53	Darren Gordon, Fife
5	00:16:43	Jan-Erik Spangberg, Sweden
6	00:16:46	Naomi Janine Morgan, Birmingham
7	00:16:56	Chris Robus, Yeovil
8	00:17:41	Sharon Frank, Fraserburgh
9	00:17:42	Andrew Mills, Londonderry
10	00:17:49	Francis Huen, Sheffield
11	00:18:16	Ben Cartledge, Milton Keynes
12	00:18:30	Gary Carney, Gosforth
13	00:18:31	Marco Torri, Switzerland
14	00:19:21	Christopher Kirkham, Chelmsford
15	00:19:22	Martin Flynn, Gravesend
16	00:20:32	Ian Warburton, Co. Durham
17	00:21:00	Max Steven and Hal, Dundee
18	00:21:36	Neale Duncan, Aberdeen
19	00:22:11	Colin Muir, Berwickshire
20	00:22:24	Chris Smith, Tyne & Wear

FREEZEEZY PARK

TOP 20 TIMES
REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

£30 WINNER! 00:11:31
Steve Ridley, Norwich

2	00:13:55	Stelios Giamarelos, Athens
3	00:15:17	Patrick Wessels, Rotterdam
4	00:17:42	Chris Robus, Yeovil
5	00:18:25	Andrew Mills, Londonderry
6	00:18:34	Sharon Frank, Fraserburgh
7	00:19:06	Darren Gordon, Fife
8	00:19:12	Christopher Kirkham, Chelmsford
9	00:19:24	Jan-Erik Spangberg, Sweden
10	00:19:40	Richard Dunn, Lincolnshire
11	00:20:25	Andrew Lethbridge, Peterborough
12	00:20:54	Ben Cartledge, Milton Keynes
13	00:21:00	Gary Carney, Gosforth
14	00:21:03	Naomi Janine Morgan, Birmingham
15	00:22:19	Paul Grant, Tyne & Wear
16	00:22:30	Martin Flynn, Gravesend
17	00:22:52	John Davies, Newcastle-under-Lyme
18	00:23:21	Ian Warburton, Co. Durham
19	00:23:48	Adam Johnstone, Wantage
20	00:23:53	Mark Snowball, Worthing



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TOP 20 TIMES

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12	00:13:51	Neale Duncan, Aberdeen
13	00:14:15	Ben Cartledge, Milton Keynes
14	00:14:22	Andrew Mills, Londonderry
15	00:14:33	Kevin Seeney, Bury St Edmunds
16	00:14:35	Gary Carney, Gosforth
17	00:14:41	Max Steven and Hal, Dundee
18	00:14:50	Richard Sutton, Maidstone
19	00:15:05	Marco Torri, Switzerland
20	00:15:08	Christopher Kirkham, Chelmsford

BUBBLE GLOOP SWAMP

TOP 20 TIMES

REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

£30 WINNER! 00:14:41 Patrick Wessels, Rotterdam

2	00:14:27	Stelios Giamarelos, Athens
3	00:15:37	Steve Ridley, Norwich
4	00:16:00	Darren Gordon, Fife
5	00:16:01	Naomi Janine Morgan, Birmingham
6	00:16:26	Jon Davies, Oxfordshire
7	00:17:07	Andrew Mills, Londonderry
8	00:17:08	Sharon Frank, Fraserburgh
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17	00:19:52	Francis Huen, Sheffield
18	00:20:16	Stephen Mansfield, Derby
19	00:21:01	Richard Dunn, Lincolnshire
20	00:21:09	Andrew Hogg, Cleveland

GOBI'S VALLEY

TOP 20 TIMES

REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

£30 WINNER! 00:12:47 Stelios Giamarelos, Athens

2	00:14:22	Steve Ridley, Norwich
3	00:14:58	Patrick Wessels, Rotterdam
4	00:15:53	Darren Gordon, Fife
5	00:16:43	Jan-Erik Spangberg, Sweden
6	00:16:46	Naomi Janine Morgan, Birmingham
7	00:16:56	Chris Robus, Yeovil
8	00:17:41	Sharon Frank, Fraserburgh
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16	00:20:32	Ian Warburton, Co. Durham
17	00:21:00	Max Steven and Hal, Dundee
18	00:21:36	Neale Duncan, Aberdeen
19	00:22:11	Colin Muir, Berwickshire
20	00:22:24	Chris Smith, Tyne & Wear

FREEZEEZY PARK

TOP 20 TIMES

REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

£30 WINNER! 00:11:31 Steve Ridley, Norwich

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5	00:18:25	Andrew Mills, Londonderry
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8	00:19:12	Christopher Kirkham, Chelmsford
9	00:19:24	Jan-Erik Spangberg, Sweden
10	00:19:40	Richard Dunn, Lincolnshire
11	00:20:25	Andrew Lethbridge, Peterborough
12	00:20:54	Ben Cartledge, Milton Keynes
13	00:21:00	Gary Carney, Gosforth
14	00:21:03	Naomi Janine Morgan, Birmingham
15	00:22:19	Paul Grant, Tyne & Wear
16	00:22:30	Martin Flynn, Gravesend
17	00:22:52	John Davies, Newcastle-under-Lyme
18	00:23:21	Ian Warburton, Co. Durham
19	00:23:48	Adam Johnstone, Wantage
20	00:23:53	Mark Snowball, Worthing

MAD MONSTER MANSION

TOP 20 TIMES
REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

£50 WINNER! 00:13:49
Patrick Wessels, Rotterdam

2	00:13:59	Steve Ridley, Norwich
3	00:14:08	Stelios Giamarelos, Athens
4	00:14:15	Jan-Erik Spangberg, Sweden
5	00:15:39	Darren Gordon, Fife
6	00:16:01	Chris Robus, Yeovil
7	00:16:26	Jon Davies, Oxfordshire
8	00:16:31	Francis Huen, Sheffield
9	00:17:43	Sharon Frank, Fraserburgh
10	00:18:00	Naomi Janine Morgan, Birmingham
11	00:18:11	Ben Cartledge, Milton Keynes
12	00:18:38	Gary Carney, Gosforth
13	00:19:01	Andrew Mills, Londonderry
14	00:19:35	Ian Warburton, Co. Durham
15	00:19:45	Daniel Syversen, Norway
16	00:20:15	Neale Duncan, Aberdeen
17	00:20:10	Martin Flynn, Gravesend
18	00:22:01	Christopher Kirkham, Chelmsford
19	00:22:31	Rodney Mccomb, Magherafelt
20	00:22:40	Kevin Seeney, Bury St Edmunds

RUSTY BUCKET BAY

TOP 20 TIMES
REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

£50 WINNER! 00:13:39
Jon Davies, Oxfordshire

2	00:14:01	Stelios Giamarelos, Athens
3	00:14:42	Steve Ridley, Norwich
4	00:15:43	Patrick Wessels, Rotterdam
5	00:17:55	Jon Davies, Oxfordshire
6	00:18:24	Jan-Erik Spangberg, Sweden
7	00:18:42	Chris Robus, Yeovil
8	00:19:37	Andrew Mills, Londonderry
9	00:19:42	Max Steven and Hal, Dundee
10	00:20:03	Darren Gordon, Fife
11	00:20:49	Ben Cartledge, Milton Keynes
12	00:20:52	Sharon Frank, Fraserburgh
13	00:22:27	Ian Warburton, Co. Durham
14	00:23:11	Paul Grant, Tyne & Wear
15	00:24:38	Martin Flynn, Gravesend
16	00:25:19	Tristram Cheng, Sheldon
17	00:25:23	Naomi Janine Morgan, Birmingham
18	00:26:39	Chris Smith, Tyne & Wear
19	00:27:03	Joe Maguire, Glasgow
20	00:27:22	Matthew Pickles, Cheshire

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CLICK CLOCK WOOD

TOP 20 TIMES
REQUIREMENTS: 100 NOTES 10 JIGSAWS, 2 HONEYCOMBS

£50 WINNER! 00:19:27
Stelios Giamarelos, Athens

2	00:23:39	Steve Ridley, Norwich
3	00:27:01	Patrick Wessels, Rotterdam
4	00:31:26	Darren Gordon, Fife
5	00:31:29	Jon Davies, Oxfordshire
6	00:32:25	Jan-Erik Spangberg, Sweden
7	00:32:42	Andrew Mills, Londonderry
8	00:33:53	David Vowles, Bath
9	00:35:31	Chris Robus, Yeovil
10	00:37:24	John Davies, Newcastle-under-Lyme
11	00:40:04	Christopher Kirkham, Chelmsford
12	00:41:16	Ben Cartledge, Milton Keynes
13	00:42:09	Ian Warburton, Co. Durham
14	00:42:31	Paul Grant, Tyne & Wear
15	00:45:45	Alex Deas, Hawick
16	00:46:12	Rodney Mccomb, Magherafelt
17	00:47:30	Max Steven and Hal, Dundee
18	00:48:16	Naomi Janine Morgan, Birmingham
19	00:48:46	Matthew Pickles, Cheshire
20	00:49:12	Elizabeth Tyler, Leicester

TOTAL GAME TIME

TOP 20 TIMES
REQUIREMENTS: 900 NOTES, 100 JIGSAWS

£100 WINNER! 02:00:51
Stelios Giamarelos, Athens

2	02:24:05	Steve Ridley
3	02:54:00	Jon Davies
4	03:06:22	Andrew Mills
5	03:09:18	Jan-Erik Spangberg
6	03:16:18	Darren Gordon
7	03:25:12	Patrick Wessels
8	03:32:17	Chris Robus
9	03:41:59	Ben Cartledge
10	03:48:00	Ian Warburton
11	03:49:21	Francis Huen
12	03:50:23	Daniel Syversen
13	03:51:59	Richard Sutton
14	03:54:01	Christopher Kirkham
15	03:55:00	Max Steven & Hal
16	03:57:58	Naomi Morgan
17	04:16:23	John Davies
18	04:28:00	Paul Grant
19	04:30:05	Martin Flynn
20	04:43:44	Matthew Pickles



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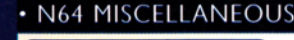
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I'M THE BEST

Ummm, it's a tough one this.

With all the new games coming out over the next few months comes yet another dilemma. Not only will you have to decide which of the titles you'll be putting on your Christmas list, but also which of the games you'll tackle first in an attempt to get your name into I'm the Best. *F1 World Grand Prix* or *1080° Snowboarding*? *V-Rally 99* or *F-Zero*? Well there'll be leagues for all of these games, and many more, appearing in I'm the Best over the next few months, so the choice is yours. Ooohh, it's a hard life.

Star Performance

F1 World Grand Prix is an absolutely fabulous game – James, in particular, loved it and awarded it a massive 93% in issue 20 – and, as **Stuart Richards from Dorking** has discovered, it's ideal for some I'm the Best-style challenges. Stuart's sent us some pretty impressive scores to start our new *F1* league off with and we're sure they're going to be tough ones to beat. As a reward we'll be sending him something just a little bit special. Remember, if you think you're eligible for some Star Performance goodies then write in and let us know.



NEW HIGH SCORE!



WIN A CONTROLLER!

Now, we awarded a prize for a high *Wetrix* score last month but we just couldn't ignore this fantastic performance from Michael Williams of Cardiff. He's managed a massive 90,620,272 points and that performance definitely deserves to be rewarded with a controller. (We'll bring you the results of the Treasure Trove Cove challenge next month.)

And if you'd like to earn yourself a shiny new MakoPad controller from Interact (01204 700139) then all you have to do is beat Stuart Richards' time for the French Grand Prix in *F1 World GP*. That means hurtling round Magny Cours in a faster time than 1'09"03. It's going to be tough but we're confident that you can do it. Get driving!



THIS MONTH'S TIME TO BEAT
1'09"03 on Magny Cours in *F1 World GP*

BANJO-KAZOOIE

MUMBO'S MOUNTAIN

1	6:47	Confirmed	*Daniel Dunn, Lincolnshire*
2	7:11	Confirmed	*Jochem Verheijde, Holland*
3	7:12	Confirmed	*Euan Craig, Penicuik*
4	7:30	Confirmed	*Michael Williams, Cardiff*
5	7:32	Confirmed	*Gavin Major, Worcs*
6	7:42	Confirmed	*Ian Gore, Somerset*
7	7:50	Confirmed	*Chris Francis, Liverpool*
8	7:54	Confirmed	*Brett Slader, Australia*
9	7:55	Confirmed	*Andrew Mills, Dundee*
10	7:58	Confirmed	*George Costaza, Ireland*
11	8:41	Confirmed	*Adam Staff, Bognor Regis*
12	8:48	Confirmed	*Eric Milne, Scotland*
13	8:53	Confirmed	*Stuart Johnsen, N'thmberlnd*
14	9:00	Confirmed	*Chris Selman, Cheltenham*
15	9:10	Confirmed	*Jason Howard, Jersey*
16	9:11	Confirmed	*Morten Tronstad, Norway*
17	9:12	Confirmed	*Chris Pointer, Westerhope*
18	9:16	Confirmed	*Daniel Syversen, Norway*
19	9:18	Confirmed	*Alex Deas, Hawick*
20	9:27	Confirmed	*Andrew McGrae, Southport*

GOLDENEYE 007

FASTEST 00 AGENT TIMES
(COMPLETE VIDEO EVIDENCE ONLY, PLEASE)

Caverns			
1	5:40	Confirmed	*David Nicol, Cambridge*
2	5:45	Confirmed	*Jan-Erik Spangberg, Sweden*
3	5:52	Confirmed	*Sam Fenwick, Bedford*
4	6:48	Confirmed	*Andrew Mills, Dundee*
Bunker 2			
1	2:04	Confirmed	*David Nicol, Cambridge*
2	2:47	Confirmed	*Sam Fenwick, Bedford*
3	2:56	Confirmed	*Andrew Mills, Dundee*
4	3:06	Confirmed	*Daniel Dunn, Lincolnshire*
Control			
1	6:54	Confirmed	*Jonathan Gane, Herts*
2	7:03	Confirmed	*Jan-Erik Spangberg, Sweden*
3	7:24	Confirmed	*David Nicol, Cambridge*
4	7:29	Confirmed	*Andrew Mills, Dundee*
Cradle			
Send us your times!			

SUPER MARIO 64

(PAL)

Peach Slide			
1	0'12"7	Confirmed	*Stelios Giamarelos, Greece*
2	0'12"8	Confirmed	*E. Kivilohkare, Norway*
3	0'12"9	Confirmed	*Dave Bloemer, Holland*
4	0'12"9	Confirmed	*Peter Shaw, Derbyshire*
5	0'13"0	Confirmed	*Trev Henderson, Harrogate*

MARIO KART 64

(PAL)

Luigi Circuit			
1	1'29"25	Confirmed	*Alan Dundas, Arbroath*
2	1'33"67	Confirmed	*Graham Francis, Cronleigh*
3	1'36"46	Confirmed	*Stelios Giamarelos, Greece*
4	1'36"86	Confirmed	*Orestis Giamarelos, Greece*
5	1'39"38	Confirmed	*Martin Conroy, Leeds*
Royal Raceway			
1	2'05"13	Confirmed	*Anthony Gruitt, Kent*
2	2'06"28	Confirmed	*Stelios Giamarelos,Greece*
3	2'08"03	Confirmed	*Orestis Giamarelos,Greece*
4	2'08"14	Confirmed	*Steven Swartjes, Holland*
5	2'08"62	Confirmed	*Martin Conroy, Leeds*
Koopa Troopa Beach			
1	1'29"21	Confirmed	*Alan Dundas, Arbroath*
2	1'30"89	Confirmed	*Sam York, Bristol*
3	1'33"28	Confirmed	*Anthony Gruitt, Kent*
4	1'37"01	Confirmed	*Thomas Foster, Derby*
5	1'38"31	Confirmed	*Steve Ridley, Ramsgate*

Frappe Snowland			
1	00'18"39	Confirmed	*Ewan Alman, Middlesex*
2	00'22"26	Confirmed	*Rhys Allen, Australia*
3	00'22"43	Confirmed	*Jon Willetts, Cheshire*
4	00'23"98	Confirmed	*Tim Wiles, Cardiff*
5	00'27"45	Confirmed	*Alan Pierce, Salisbury*
Bowser's Castle			
1	2'08"44	Confirmed	*Alan Dundas, Arbroath*
2	2'16"47	Confirmed	*Anthony Gruitt, Kent*
3	2'16"76	Confirmed	*Martin Conroy, Leeds*
4	2'17"11	Confirmed	*Stelios Giamarelos, Greece*
5	2'17"15	Confirmed	*Orestis Giamarelos, Greece*
Banshee Boardwalk			
1	2'03"98	Confirmed	*Alan Dundas, Arbroath*
2	2'04"76	Confirmed	*Anthony Gruitt, Kent*
3	2'05"76	Confirmed	*Stelios Giamarelos, Greece*
4	2'05"95	Confirmed	*Orestis Giamarelos, Greece*
5	2'08"77	Confirmed	*Rob Pierce, Salisbury*

(NTSC)

Luigi Circuit			
1	1'21"94	Confirmed	*Arthur Van Dalen, Holland*
2	1'27"66	Confirmed	*George Papapetrou, London*
3	1'31"30	Confirmed	*Tatu Luostarinen, Finland*
4	1'40"23	Confirmed	*Marc Dupont, Guernsey*
5	1'42"76	Confirmed	*Steven Dyson, Poulton Le Fylde*
Mario Circuit			
1	0'54"01	Confirmed	*Tatu Luostarinen, Finland*
2	0'54"32	Confirmed	*Andrew Mills, Londonderry*
3	0'54"46	Confirmed	*George Papapetrou, London*
4	0'54"58	Confirmed	*Marc Dupont, Guernsey*
5	0'54"64	Confirmed	*Steven Dyson, Poulton Le Fylde*
Royal Raceway			
1	1'46"68	Confirmed	*Andrew Mills, Londonderry*
2	1'48"28	Confirmed	*George Papapetrou, London*
3	1'48"73	Confirmed	*Tatu Luostarinen, Finland*
4	1'49"63	Confirmed	*Steven Dyson, Poulton Le Fylde*
5	1'50"09	Confirmed	*Arthur Van Dalen, Holland*

STARFOX

ON CORNERIA (ANY VERSION)

1	280	Confirmed	*Rob Pierce, Salisbury*
2	276	Confirmed	*Phil Hughes, Widnes*
3	275	Confirmed	*Greg Ihnatenko, Cheshire*
4	270	Confirmed	*Jon Davies, Wallingford*
5	266	Confirmed	*Piet dem Dulk, Holland*
Total Hits			
1	2212	Confirmed	*Robert Kloosterhuis, Holland*
2	2212	Confirmed	*Jon Davies, Wallingford*
3	2150	Confirmed	*Jan-Erik Spangberg, Sweden*
4	2120	Confirmed	*Greg Ihnatenko, Cheshire*
5	2065	Confirmed	*Piet dem Dulk, Holland*

TOP GEAR RALLY

(PAL) NO SECRET CARS

Coastline			
1	3'18"30	Confirmed	*Martin Conroy, Leeds*
2	3'20"82	Confirmed	*Paul Simcox, Peterborough*
3	3'21"90	Confirmed	*Simon Madsen, Denmark*
4	3'24"18	Confirmed	*David Money, Nuneaton*
5	3'26"10	Confirmed	*N Cade-Westcombe, M Keynes*
Strip Mine			
1	2'52"55	Confirmed	*Rob Young, Hull*
2	2'55"51	Confirmed	*Anders Ringdal, Norway*
3	2'56"19	Confirmed	*Simon Madsen, Denmark*
4	2'56"43	Confirmed	*Martin Conroy, Leeds*
5	2'58"67	Confirmed	*Colin Shields, Co. Down*

WETRIX

CLASSIC MODE (PAL)

1	90620272	Confirmed	*Michael Williams, Cardiff*
2	86158686	Confirmed	*James Ellis, Middlesex*
3	70792960	Confirmed	*Thor Putnis, Germany*
4	55646277	Confirmed	*Rob Pierce, Salisbury*
5	42171264	Confirmed	*Christine Allum, Nottingham*

FIGHTER'S DESTINY

FASTEST (PAL)

1	0'30"34	Confirmed	*Lee McGrady, Cumbria*
2	0'33"434	Confirmed	*Wajahat Ali, Blackburn*
3	0'34"78	Confirmed	*Simon Shepherd, E. Sussex*
4	0'36"39	Confirmed	*Andrew Mills, Dundee*
5	0'36"63	Confirmed	*Anthony Kay, Cheshire*

DIDDY KONG RACING

(PAL)

Ancient Lake			
1	0'36"20	Confirmed	*Stuart Richards, Surrey*
2	0'38"40	Confirmed	*Beckie Haskins, Southsea*
3	0'40"60	Confirmed	*Stelios Giamarelos, Greece*
4	0'41"13	Confirmed	*Orestis Giamarelos, Greece*
5	0'42"03	Confirmed	*Adam Charlton, Huntingdon*
Fossil Canyon			
1	1'02"81	Confirmed	*Stuart Richards, Surrey*
2	1'05"44	Confirmed	*Stelios Giamarelos, Greece*
3	1'05"83	Confirmed	*Orestis Giamarelos, Greece*
4	1'06"53	Confirmed	*Adam Charlton, Huntingdon*
5	1'08"33	Confirmed	*Beckie Haskins, Southsea*
Hot Top Volcano			
1	0'53"93	Confirmed	*Stuart Richards, Surrey*
2	1'00"81	Confirmed	*Stelios Giamarelos, Greece*
3	1'01"96	Confirmed	*Beckie Haskins, Southsea*
4	1'02"95	Confirmed	*Orestis Giamarelos, Greece*
5	1'15"75	Confirmed	*Richard Dunn, Lincolnshire*

Jungle Falls			
1	0'41"70	Confirmed	*Stuart Richards, Surrey*
2	0'43"53	Confirmed	*Stelios Giamarelos, Greece*
3	0'43"65	Confirmed	*Adam Charlton, Huntingdon*
4	0'44"74	Confirmed	*Orestis Giamarelos, Greece*
5	0'45"66	Confirmed	*Arthur Van Dalen, Holland*
Walrus Cove			
1	1'30"35	Confirmed	*Stuart Richards, Surrey*
2	1'33"24	Confirmed	*Stelios Giamarelos, Greece*
3	1'35"77	Confirmed	*Orestis Giamarelos, Greece*
4	1'36"55	Confirmed	*Adam Charlton, Huntingdon*
5	1'37"10	Confirmed	*Ciaran McDermott, Ireland*
Crescent Island			
1	1'06"43	Confirmed	*Stuart Richards, Surrey*
2	1'09"01	Confirmed	*Stelios Giamarelos, Greece*
3	1'10"57	Confirmed	*Orestis Giamarelos, Greece*
4	1'14"26	Confirmed	*Ciaran McDermott, Ireland*
5	1'14"31	Confirmed	*Richard Dunn, Lincolnshire*

Windmill Plains			
1	1'25"43	Confirmed	*Stuart Richards, Surrey*
2	1'33"67	Confirmed	*Stelios Giamarelos, Greece*
3	1'35"45	Confirmed	*Adam Charlton, Huntingdon*
4	1'36"61	Confirmed	*Orestis Giamarelos, Greece*
5	1'42"15	Confirmed	*Ciaran McDermott, Ireland*
Darkmoon Caverns			
1	1'42"60	Confirmed	*Stuart Richards, Surrey*
2	1'49"03	Confirmed	*Richard Dunn, Lincolnshire*
3	1'49"63	Confirmed	*Beckie Haskins, Southsea*
4	1'49"75	Confirmed	*Adam Charlton, Huntingdon*
5	1'50"70	Confirmed	*Richard Dunn, Lincolnshire*

GO! GO!

SNOWBOARD KIDS

(PAL)

Stunt Game			
1	9999	Confirmed	Mario Siouyis, Greece
2	9998	Confirmed	Stelios Giamarelos, Greece
3	9040	Confirmed	Ed Higgins, Essex
4	8940	Confirmed	Robert Hollinshead, Kent
5	7684	Confirmed	Matt Peck, East Sussex
6	7240	Confirmed	Olav Vassend, Norway
7	6944	Confirmed	T. Egerton-Jones, Liverpool
8	6572	Confirmed	Luke Porter, Belfast
9	6400	Confirmed	Rob Davies, Swansea
10	5520	Confirmed	Robert Gallagher, S'hampton

Rookie Mountain			speed game
1	00'26"36	Confirmed	Graeme Robb, Scotland
2	00'26"40	Confirmed	David Mason, Plymouth
3	00'26"43	Confirmed	Mario Sioutis, Greece

Big Snowman			speed game
1	01'37"46	Confirmed	Donique Visser, Holland
2	01'37"66	Confirmed	Mario Sioutis, Greece
3	01'38"33	Confirmed	Al Pierce, Salisbury

Sunset Rock			speed game
1	01'35"33	Confirmed	Mario Sioutis, Greece
2	01'35"40	Confirmed	Donique Visser, Holland
3	01'36"46	Confirmed	Kern Young, Somerset

Night Highway			
1	1'29"76	Confirmed	Al Pierce, Salisbury
2	1'29"86	Confirmed	Donique Visser, Holland
3	1'30"33	Confirmed	Mario Sioutis, Greece

Grass Valley			
1	1'42"13	Confirmed	Mario Sioutis, Greece
2	1'42"53	Confirmed	Simon Jeffree, Northampton
3	1'42"70	Confirmed	Donique Visser, Holland

Dizzy Land			
1	1'36"06	Confirmed	Mario Sioutis, Greece
2	1'36"33	Confirmed	Ad Durpack, N'cstle-u-Tyne
3	1'36"43	Confirmed	Donique Visser, Holland

Quicksand			
1	1'36"23	Confirmed	Aaron Martin, Bristol
2	1'36"46	Confirmed	Mario Sioutis, Greece
3	1'36"50	Confirmed	Donique Visser, Holland

Silver Mountain			
1	1'45"26	Confirmed	Guy Cotton, Essex
2	1'45"33	Confirmed	Donique Visser, Holland
3	1'45"40	Confirmed	Kevin Seeney, Suffolk

Ninja Land			
1	00'22"96	Confirmed	Andy Palmer, Herts
2	00'23"30	Confirmed	Mario Sioutis, Greece
3	00'23"73	Confirmed	Donique Visser, Holland

F1 WORLD GP

(PAL) NO CHEAT CARS ALLOWED

Australia			
1	1'22"83	Confirmed	Stuart Richards, Surrey

Brazil

Send your times in!

Argentina			
1	1'15"45	Confirmed	Stuart Richards, Surrey

Monaco

Send your times in!

France			
1	1'09"03	Confirmed	Stuart Richards, Surrey

Britain

Send your times in!

Germany

Send your times in!

Italy

Send your times in!

Japan

Send your times in!

YOSHI'S STORY

(PAL)

1-1			
1	6275	Confirmed	James Watton, E. Layton
2	6254	Confirmed	Ruben Larsen, Norway
3	6218	Confirmed	Gordon Willmott, Edinburgh
4	6183	Confirmed	Daniel Dunn, Lincolnshire
5	6156	Confirmed	Steven Taylor, Cheshire
6	6122	Confirmed	Piet dem Dulk, Holland
7	5928	Confirmed	John Heelham, Manchester
8	5904	Confirmed	Gabrielle Murphy, Dublin
9	5786	Confirmed	Richard Davies, Rotherham
10	5704	Confirmed	Amanda Ward, Manchester

1-2			
1	6372	Confirmed	Gordon Willmott, Edinburgh
2	6238	Confirmed	Andrew McGrae, Southport
3	6041	Confirmed	Daniel Dunn, Lincolnshire
4	6016	Confirmed	Bonny Qvistorff, Denmark
5	5704	Confirmed	Alison Lennox, Argyll

2-1			
1	6290	Confirmed	Andrew McGrae, Southport
2	6142	Confirmed	Daniel Dunn, Lincolnshire
3	6116	Confirmed	Gordon Willmott, Edinburgh
4	6107	Confirmed	Bonny Qvistorff, Denmark
5	6093	Confirmed	Piet dem Dulk, Holland

3-2			
1	6007	Confirmed	Gordon Willmott, Edinburgh
2	5940	Confirmed	Andrew McGrae, Southport
3	5891	Confirmed	Bonny Qvistorff, Denmark

4-1			
1	5981	Confirmed	Gordon Willmott, Edinburgh
2	5918	Confirmed	Daniel Dunn, Lincolnshire
3	5899	Confirmed	Andrew McGrae, Southport

5-3			
1	6424	Confirmed	Daniel Dunn, Lincolnshire
2	6421	Confirmed	Andrew McGrae, Southport
3	5883	Confirmed	Bonny Qvistorff, Denmark

6-4			
1	5916	Confirmed	Andrew McGrae, Southport
2	5783	Confirmed	Daniel Dunn, Lincolnshire
3	5732	Confirmed	Bonny Qvistorff, Denmark

Total Score			
1	37424	Confirmed	Daniel Dunn, Lincolnshire
2	36704	Confirmed	Andrew McGrae, Southport
3	36149	Confirmed	Gabrielle Murphy, Dublin
4	35837	Confirmed	Donique Visser, Holland
5	35030	Confirmed	Kyrre Stenberg, Norway

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to: **I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

New leagues!

New games means new leagues. Last month we asked for your best performances in:

- *1080° Snowboarding*
- *F1 World Grand Prix*
- *Banjo-Kazooie*

This month we want times for the following:

V-Rally 99

Best Arcade times for Arcade times for Arcade 1, 2 and 3.

F-Zero X

Fastest death race & Fastest times for Mute City • Silence • Red Canyon • White Land • Sector ß Mute City 3 • Rainbow Road • Big Hand

(Please note that all these leagues are for PAL machines only.)



Whizzbang

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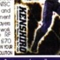
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The N64 quiz finds a new home, Correction Corner is as full as ever, and loads of you have got something to say. Just another day in Club 64, really.

Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW Fax: 01225 732275,
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Each month, the **N64** Star Letter wins a G64 Steering Wheel with rumble effect (LMP 0800 0813061). All other letters printed win a prized **N64** badge!

N64 STAR LETTER

"You asked"

Last issue in your feature on weird stuff in games, you asked people to write in with their own examples. Here they come:

● **Buildings are always bigger on the inside.**
Just look at the Castle in Mario or Banjo or just about any building. They invariably feature bizarre Tardis-like properties.

● **Characters are blocked by guards they could easily get past.**
This always happens in RPGs. You need to get into a castle or whatever and there's one guard standing outside meaning you have to go away and find a conveniently placed secret entrance or something. All this is in spite of the fact that your character is supposed to be an incredibly powerful warrior/wizard.

Zelda's rubbish security system lets in yet another undesirable.



Link gets caught by Hyrule Castle's more realistic guards.

● **Power-ups are scattered around conveniently.**
Who drops all of the guns, health restorers and the rest, and why do the bad guys never pick them up?

There are loads more examples as well. Why can computer game heroes jump twice their own height? Why do 2D platform game characters never go around things, always over them? And why don't Peach and Zelda get themselves a decent security system?
Andrew McGrae and Michael Mawdsley, Ainsdale

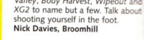
And in racing games, when you have to finish in the top four to move to the next race, how is it that all the computer cars you finish ahead of are never eliminated themselves? The weird, weird world of games, eh? **Ed**

"Held back"

Why-oh-why have Acclaim held ba the launch of *Turok 2*? It's quite annoying because I had been really looking forward to *Turok*-tober. If they release it in November it'll face ludicrous (and rather un-N64-like) competition, e.g. *Zelda*, *Silicon*







Valley, *Body Harvest*, *Wipeout* and *XG2* to name but a few. Talk about shooting yourself in the foot.
Nick Davies, Broomhill

Part of the Turok delay was due to the sheer number of games that had to be manufactured for Christmas. Nintendo make all the carts for the N64, and there seems to have been bit of a bottleneck at their plant. The other problem was Iguana's programmers taking longer than expected squeezing the finished game onto a 256Mbit cart. **Ed**

Correction corner

Just don't mention the *Aerofighters/Mission* mix-up.

In the results of the Yanks a Lot compo in issue 20, you said that the painting 'Crossing the Delaware' showed president Washington during the American Civil War. You're a tad off, unfortunately. Washington was President during the War of Independence nearly 100 years before the Civil War. It was Abe Lincoln who was President during the Civil War and he's the guy in the boat.
Dan121081, e-mail

Our knowledge of American history is publicly shamed. Back to school for us all. **Ed**

Why was that little picture of Gex on page 64 of issue 21 in black and white, then?
Barry Black, Worthing

It was the 1920's silent movie Gex. Yes, that's it. Certainly not a mistake. No. **Ed**

You made a mistake in issue 21, page 123. You said that Sub-Zero is a Thunder God, when in actual fact, that's Raiden. Sub Zero is the ice-cold Ninja (and the best character in the game).
Lok Man Tsui, Oldham

James P does his writing very early in the morning. He's prone to these absent-minded mix-ups. Andrea's beaten him thoroughly. **Ed**

In issue 21 you put an *Aerofighters* picture in *Mission: Impossible's* Directory box.
Every N64 Reader, The World

We know now. Thank you. **Ed**

"Unfortunate accident"

What's that man doing on page 42 of issue 21? Is he taking cover behind that bottle of mineral water? Or has he decided to have a game of peek-a boo with the photographer? It's one of these two or he's had an unfortunate accident with some superglue and he's being weighed down by the bottle.
John Starkey, Leicester

"Yes, there definitely seems to be something floating in that bottle."



The man in question is Yasuhiro Minagawa and he's the Assistant Manager at Nintendo

Japan's Public Relations department. He usually acts as Miyamoto's English and German language translator – he did when we interviewed Shigeru at last year's Space World show in Tokyo. It was quite off-putting to have him craning forward like that, but it was extremely noisy in that office and we think he was having trouble hearing what 'Whispering' Howard Lincoln was saying. **Ed**

"Extension"

I have a suggestion which would improve your magazine. I think you should have an extension to Club 64 called 'The Opinions Page'. This is where people write in with their opinions on the N64 games they've been playing, recommending other readers to buy them, or warning them off if they're not so good. It'd be great to get some more readers writing in the magazine.

Mark Wassouf, London

Okay then, let's give it a go. Have you played an N64 game that you'd like to voice an opinion on? Then write a short piece about it and send it to us here at **N64** *Magazine marked 'Reader Reviews'. You've got a maximum of 200 words to make your point (in this limited space it might be better to concentrate on one particular aspect of the game rather than try to cover it all), and we'll print as many as we've got room for.* **Ed**

"Phantom"

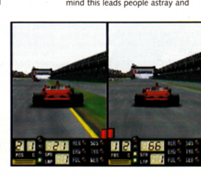
I've spent ages looking for the 'Phantom' gun from *GoldenEye's* Frigate level in the multiplayer mode. Is it not there or am I not looking hard enough?

Murray Duncan, Cardross

It's okay you can stop looking. The Phantom isn't in the multiplayer game. For some reason. Rare, eh? Sheesh. **Ed**

"Astray"

In the TV advertisement for F1 World Grand Prix it shows two people enjoying the two-player mode. However, it also clearly shows CPU cars racing with them – something that's not possible in the game. In my mind this leads people astray and



gives the impression that the two player mode is better than it actually is. What do you think?

A. Robinson, Bishops Waltham

To be honest, we hadn't noticed this. We were just glad to see a decent Nintendo advert on TV for once. Anyone remember their Mario Kart 64 effort? Really persuasive that one.

The two-player mode in F1 isn't the greatest aspect of the game, though, you're right. Multiplayer games are probably going to have to consist of battles for time trial supremacy, but we don't think that distracts too much from the game's overall brilliance. **Ed**

"Thieves"

I've just bought an N64 and I've only got a few games. When I went to my local games store to buy a new one I was surprised to see no N64 games on the shelf – only PlayStation ones. When I asked the owner where all the N64 games were he said that thieves had broken into the shop the previous evening, left all the PlayStation games and stolen all the N64 ones.

It just goes to show that even thieves know best when it comes to video games.

Michael Wallace, Wisbeech

Yep, even the criminal element know a good game when they see one. Nintendo had to employ extra security to get their Zelda deliveries out safely. Er, probably. **Ed**

Dr Kitts' Game Clinic

Your questions answered by video gaming's number one General Practitioner.

I am the proud owner of the excellent *F1 World Grand Prix* but I have a slight problem with it. Whenever I play a two-player battle something dodgy happens. As you pull away from the starting grid and cross over the start line, the game freezes for about five seconds. During the rest of the race nothing strange or out of the ordinary happens. This bizarre incident has happened every time I play the two-player battle. Do you have a cure for me?

Luke Nowacki, Egham

We've not had any trouble with the game's two-player mode here in the office, either with the PAL or the NTSC versions. If this problem persists I suggest you see a specialist, or trade in your cart for another one.

A puzzled look comes over Dr. Kitts' face as he carefully polishes the head of his favourite No. 1 iron.

Have you got a gaming problem? Stuck on a level of *Forsaken*? Can't find the last Jinjo in Click Clock Wood? Then write to Dr. Kitts Gaming Clinic and get him to earn his vastly over-inflated salary. Address your letters to Dr. Kitts Game Clinic, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

"Only 56%!"

90% of your reviews are top class but there's one major point I've got to make. Some games you review far too harshly and others get far too much. For example *Lylat Wars* got 91% when – as good as the graphics are – it's one of the most boring games I've ever played. Meanwhile, *Iggy's Reckin Balls* is one of the most exciting





DREAM ON

Close your eyes and ponder...

GoldenEye 007 – The Collectors' Edition

The game I'd like to see would be GoldenEye 007 – The Collectors' Edition. It would come in a gold plastic case with a limited number stamp on the front. Included in the case would be a 'Making of *GoldenEye*' video, a *GoldenEye* Guide and, of course, the game on a gold cartridge. The game itself would include extra levels (in which you come up against MayDay and Oddjob), extensions on previous levels, more cheats to obtain (including the alleged 'Four Bonds' cheat), and new multiplayer levels, characters and weapons. I'd buy it.

Ben Duffield, Caister-on-Sea

It's a good idea, but Nintendo's cunning marketing strategy only appears to extend to giving away a free copy of GoldenEye with every new N64 sold. **Ed**

Tyco Race 64

This would be a racing game based on and featuring Tyco remote control cars. Each car would have its own special feature, just like the real thing e.g. Rebound 4x4 would rebound off obstacles. There would be the usual game modes like Time Trial, Tournament and Exhibition and a Battle Mode allowing you to battle it out with CPU cars. The game would be for up to four players simultaneously and the tracks would be set all over the World, from jungles to deserts and cities.

Toby Searle, Dartford

Someone's beaten you to this idea already, I'm afraid. Check out page 22 of issue 21 and a remote control car game called Revolt. Sue 'em. **Ed**

BONUS LETTERS

What will Shigsy do now he's finished *Zelda*?
Chris Charlton, Cambridge

Put his feet up for a bit, then seriously set about Jungle Emperor Leo *and/or* Super Mario 64 II. *Probably.* **Ed**

I'm going to Florida to live in a couple of months. Can you print these photos as a goodbye souvenir?
Russell Cocklin, Romford

No room, I'm afraid. Write to us from Florida, though. **Ed**

I've killed 1064 people in the Facility Level in *GoldenEye*!
Anon

And he sent the pictures to prove it! **Ed**

Everywhere I read a review of *Lylat Wars* it says that if you get medals on every level, you can run around on foot in the multiplayer mode. I don't believe it! Is it true?
Josef Sparrow, Truro

All medals gets you the multiplayer mode with tanks. All medals on Expert mode gets you the multiplayer mode on foot. Beware, though, it's extremely difficult. **Ed**

Why not let the readers decide whether we want an extremely violent game with tonnes of blood, disgusting creatures, scary capable-of-killing-your-grandfather-who-takes-pills-for-his-heart environments and terrifying visual and sound effects. If enough readers vote yes, Nintendo will have to make one.
Tim Takos, Greece

No need. Turok 2 *contains levels of violence quite capable of finishing off both your grandparents.* **Ed**

I've beaten Simon Gower's *Mario* time. I've completed the game in two hours and *six* minutes. If he wants a *Mario* challenge then BRING IT ON!
Peter Beesley, Bournemouth

I've warned you lot about this. We're sticking to Banjo *from now on.* **Ed**

Tim looks like Liverpool goal-wonder Michael Owen. He could make a good living doing impersonations and opening supermarkets and the like. Has he considered this?
Robert Hyde, Wandsworth

There was consternation when our Mr Weaver turned up at Bath City last week and almost got a game on the basis of his Owen-esque looks. He'd never leave **N64** *Magazine. I'll make quite sure of that.* **Ed**

games I've ever played and that only got 56%!
James Weinberg, Rickmansworth

I'm not sure that most people would agree with you about Iggy and Lylat Wars, but it just goes to show that we can only give our opinion on games. If you've got different ideas to us, then they're just as valid. In fact, perhaps you should write in to our new Reader Reviews section and blow the trumpet for Iggy. **Ed**

"Rubbish cardboard"

I recently bought an N64 and I absolutely love it. One thing worries me, though. Why do a multi-billion company like Nintendo insist on selling their games in rubbish cardboard boxes? After a few weeks they become crushed and dog-eared and they hardly provide any protection for the game inside at all. Why can't we have plastic cases like those for Game Boy games?
Ross Brannan, Gateside

We couldn't agree with you more – the packaging for N64 games is a real let-down. We hope this issue's free gift goes some way to alleviating your cart storage problems. **Ed**

"Quirk"

A little quirk for *Mission: Impossible*. When you start the first level you'll jump off the boat and Clutter will sail it away. If you watch the boat, you'll see it heading back towards the tunnel.

Get your silenced weapon out and aim for the boat as it sails away. Pop a few bullets into it and it'll sink with Clutter saluting you as it goes down. Complete your objectives and give the excuse to the man with the lorry. He'll start the engine but instead of you now climbing aboard, look to your left and you'll see Clutter crouching down ready to get on the lorry. Mysterious, eh?
John McCarthy, West Wickham

Perhaps he's swum ashore bent on revenge. Let's face it, you wouldn't be too chuffed if someone dumped you in the middle of the Baltic sea. **Ed**

"Watch people"

After watching my family and friends, I have come to the following conclusion: people who play N64s are usually cheerful and happy. People who don't are usually grumpy and boring.

I play a lot on my N64 and I am happy most of the time. My brother is mostly grumpy and won't play on my N64 as he thinks it's stupid.

See for yourselves – watch people who don't play on N64s and the people who do. I think you'll find a big difference.
L. Eggleston, Sittingbourne

Perhaps the NHS should start prescribing courses of Banjo-Kazooie *and* Yoshi's Story *instead of Prozac. It could save them a fortune.* **Ed**

"At a glance"

I like your Directory section but how about including extra info boxes that tell us how many players the game is for and whether it uses the Rumble Pak or not. These additions would make the Directory soooo much better, and we'd be able to see at a glance exactly what each game is like.
Richard Wheelhouse

Good idea. We'll make those changes to the Directory next issue and we'll also add a box to say whether or not the game uses the RAM Expansion Pak. We'll also change the info box at the beginning of reviews to show if the game in question is RAM Pak compatible. **Ed**





So tell me this

Do I need an adaptor to run *Pocket Monsters Stadium* on my PAL N64? The game looks absolutely fabulous and I was thinking of getting a copy.
Gareth Bowen, Congleton

At the moment, the game's only out in Japan, and unless you know the language pretty well, it's very difficult to play.

It also helps if you've got Pocket Monsters on the Game Boy. As it stands, the game won't run on a PAL N64 anyway, but we expect to see a UK version sometime next year.

Back in the golden days of the SNES, I used to really enjoy being able to plug my console into the back of my Hi Fi to beef-up the sound while I played my game. However, I have to use an RF lead to get a picture on my TV, leaving me with no way to connect the sound channels to my stereo. Is there any way around this?
Edd Oliver, Whitbourne

Yes. Richlyn Solutions on 01684 295827 make a box that can convert your RF modulator to give stereo sound. £16 to you, squire. Also, for N64 owners using SCART connectors, a company called Realtech Electronics on 01773 764979 make a unit that feeds normal N64 sound into a surround sound system. Which is nice.

I have a few questions about RAM expansion
1) What is the Jumper Pak for and why's it in the space where the RAM Expansion Pak goes?
2) Does the Expansion Pak work with all games?
3) Could a bigger RAM Pak ever be made? 16Mb, for example.
4) When will the Pak be released and how much will it cost?
Simon Tribbeck, Ablington

1) It just bridges the physical gap in the N64's circuitry where the RAM Pak is designed to fit.
2) No. Games have to be designed specifically with the RAM Pak in mind.
3) No, we don't think so. The maximum amount of memory the N64's processor can address is 8Mb.
4) The official release date (when we went to press) was the 27th November, so it should be out as you read this. It's going to cost £29.99

Send your questions to 'So tell me this', **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.



The N64 Magazine Quiz

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"So here it is, merry quizmas" (sound of straining straitjacket).

New home, same idea. Read the magazine, answer the questions below, get picked out of the hat, win £50. Couldn't be simpler, could it?

It could of course – we could just send everyone £50 – but Andrea gets writer's cramp when she does envelopes and it distracts her from looking at holiday brochures, so we'd best just stick to a single winner. G'luck then!

Q1. Where did **N64** Magazine travel to in order to play a finished version of *Legend of Zelda*?
Q2. What's the second track you have to race in the *V-Rally* Win a Car compo?
Q3. Who had the fastest time for Mumbo's Mountain in the I'm the Best at *Banjo* challenge?
Q4. What's the major change in game style between the original *Duke Nukem* and *Zero Hour*?
Q5. Which racing game(s) did James pick for his Christmas six?
Q6. If you'd programmed *Holy Magic Century* would you have called the lead character Brian!!??
Q7. What would *Extreme G 2* prefer to be known as?
Q8. What animal can you ride in *Turok 2*?
Q9. Did James pass his driving test?
Q10. Should you buy *Legend of Zelda* when it comes out on the 4th December?

Rules
1. The closing date for entries is 23rd December 1998
2. Employees of Future Publishing may not enter. That'd be cheating, you see.
3. The editor will pick a winner at random from the tatty cardboard crate we keep the entries in. He won't smile, though.
4. The prize will be a cheque made out for £50. You'll need a UK bank account to cash it.
5. It's warmer down under as well.

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It's easier than slipping over in the shower and cracking your head against the soap dish. Simply fill out the form below and return it to:
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WINNER! Issue 21's winner was Mark Cowdrey from Surrey. He wins £50!

The N64 Quiz *My answers are as follows:*

1. ____________ 6. ____________
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3. ____________ 8. ____________
4. ____________ 9. ____________
5. ____________ 10. ____________

Good, no? Oh, and you'll probably be wanting this too...

Name ____________ *Address* ____________

____

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The N64 Magazine BOARD

Go on, be artistic!

Wil especially liked this drawing sent in by Cal Robertson from Inverness.

A rather superb Link, from J. Fry.

Banjo! Thanks to Adam Charlton from Huntingdon.

All the characters from DKR drawn by Damien Unwin from Southampton.

Harvey Dagworthy from Collingham sent in this excellent Bomberman drawing.

That famous Turok 2 eye. Well done to Mat Singleton from Newark.

Ben Otubanjo from Bedford sent in a picture of his namesake.

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N64 MAGAZINE CONTACT

Cheap games! Money to be made! Fanzines for sale! Help at hand! What more could you ask for?

GAMES WANTED

- I need issue 8 of this mag (with poster) now! I'll pay quite a bit. Call David on 01482 328011.
- Does anyone have **N64** Magazine issues 2 and 4? Will pay good prices. Call Craig on 01772 814627.
- Wanted! **N64** Magazine issues 1, 2 and 4 – all in good condition. Please call Guy on 0115 983 0358.
- Wanted! Issue 9 of **N64** Magazine with i-Spy poster mag, in good condition. Call Richard on 01249 464623 or e-mail richard.ellis@virgin.net. Will pay for postage.
- Wanted: Double Game Guide + for *Mario 64* (from issue 15 of **N64**). Will pay £1. 01706 657661.
- Wanted: Working Action Replay for SNES. Must have instruction and code book. Tel. 01424 852504.
- Wanted *Chrono Trigger* and *Mario RPG* (US). Help them find a good home. Call Simon on 0181 316 7530. Cash waiting.
- Wanted! Any *Final Fantasy* games for SNES (PAL version only). Call Daniel on 01434 608195. Willing to pay £10.
- Wanted: *Wetrix* UK/US, will pay £30, *Goemon* UK/US, will pay £40, *Pilotwings* UK/US will pay £15, or JAP £10. Phone Alan on (0171) 737-2920.
- Wanted: SNES game *Pac-In-Time*. Please call Hazel on 01482 354808 or e-mail on hazey@lineone.net.
- Wanted: *Paladins Quest* for Super Nintendo. Anyone willing to sell please contact me: Jill Petch, 54 Wisewood Ave, Sheffield, S6 4WG.
- NES games wanted. I will pay £5 for games boxed with instructions, £4 boxed without instructions, £3 with instructions, £2 without. Call Stuart on 01932 245434.
- Wanted: *Theme Park* for SNES. Box and instructions essential. £15. Phone 01925 711288 after 5pm weekdays and ask for Richard.
- Wanted: *WCW vs NWO* – must have! I will pay £30. Please call Matt on 01480 350413 between 4-10pm.
- Help! I am in desperate need of *ISS64*. I will pay £15 ono. Call 01296 662372 after 4pm and ask for Andrew. Box and instructions needed.
- N64 with fighting or racing games, under £100. Please call Guy on 01404 815961.
- Does anyone have a copy of *Terranigma* on the SNES? I am willing to pay up to £15. Contact Harry on 01252 811330 after 3pm.
- Does anyone out there have *Final Fantasy 3*? I'll pay £20. Call Duncan on 0171 482 1366.
- Wanted! Second hand *Banjo-Kazooie*, I will pay up to £30. I also have a Spook controller for sale, £15. Phone Robert: 01702 477294.
- Desperately wanted! NES version of *Zelda* or *Metroid*. Will pay reasonable price. Phone Glen on 01772 705906.
- Wanted desperately, SNES and NES consoles/games, and N64/Game Boy games. Send list and prices to Duncan Pratt, 70 New Park Rd, Cranleigh, Surrey, GU6 7JN.

PENPALS

- Wanted: female penpal 12-14. Loves anything Nintendo. I am a DJ. Write to James Parkes, 5 Brewster Terrace, North Rd, Ripon, Yorkshire. HG4 2HY.
- Penpal wanted aged 12 to 14. Reply to Stuart Dowes, 40 Hazeloak Rd, Shirley, Solihull, B90 2AY. If possible please send photo.
- N64 freaks wanted for laughs and chat about anything. Write to Aaron, 79 Century Lodge, Farnworth, Bolton, Lancs BL4 9PS.
- Penpals wanted! 28-year-old Norwegian wants pals of all ages. Write to: Johnny Ree, Kolsbergv, 12 C, 4616, Kr. Sand, Norway.
- Penpal wanted between 12 and 14 years. Dale Emousizi, 12 Scott Rd, Kettering, Northants NN26 9JX.
- Penpal wanted, likes Nintendo and football. Mustn't be a bore. Hope to hear from someone soon, send photo. Andrew Watson, 103 Woodland Drive, Hove, Sussex BN3 6DF.
- Penpal wanted aged 13-14, female. Must love movies and Nintendo. Reply to Ben Taylor, 6 Green Rd, Kendal, Cumbria, LA9 4QR.
- Weirdo, 16, likes indie (Uresei Yatsura, Mogwai) and Japan. Seeks similar freak for penpal. Write to Burns, 31 Porter Rd, Evesham, Worcs, WR11 67A (PLEASE).
- Hi, I'm Harry Smith aged 6, love football plus N64s and cricket. Please include photo. Royal Oak, South Road, Telford, Horncastle, Lincs, LN9 6QB
- Penpal wanted aged 11-14 years for 12 year old boy. Interested in music, N64s and basketball. Contact Matthew Moore, 11 the Cottage, Church Lane, Long Clawson, Leics, LE14 4ND.
- I'm 17 and would like a female penpal of a similar age to talk, swap games etc. Don't be shy. Jonathan Smith, 1 Duns Bank, Brierley Hill, West Mids, DY5 2HW.
- Penpal wanted aged 11. Must be interested in James Bond and N64. Write to Chaz Clarkson, Tree Tops, Ullock, Warrington, Cumbria, CA14 4TP.
- Wanted: Female penpal 13-15 years old. Interests include PlayStation, Saturn, N64, manga. My favourite games are RPGs. Call Chris on 0114 296 6987.
- Hi, I'm Daniel Marven and I'm looking for a penpal aged between 11-12. Must love the N64. e-mail me at danielmarven@yahoo.com.
- Penpal wanted aged between 12-15, interested in N64s. Please include photo. Contact Neil, 11 Vincents Rd, Kingsbridge, Devon, TQ7 1RP.
- Need 13 year old penpal (prefer girl). Interests include Boggle. Tobey Blaber, 21 Lashbrooks Rd, Uckfield, East Sussex. TN22 2AY.

GAMES FOR SALE

- Super NES for sale with three games: *Pilotwings*, *Clayfighter* and *Cybernator*. Two controllers, universal adapter, boxed and in mint condition: £30. Call 01322 220425.
- *Banjo-Kazooie*, *GoldenEye*, *Mario 64*, *Mario Kart 64*, *Diddy Kong Racing*, *Starfox 64* and *Blast Corps*. All boxed and in perfect condition. £25.30 per game. Call David on 01246 232639 (Derbyshire).
- *Yoshi's Story* and *Diddy Kong Racing* £30 each, *Mario* £28. Call Andy on 01693 763563 (N. Ireland).
- *Diddy Kong Racing*, three months old, excellent condition, with instructions, only £34. Call Rikky on 0181 503 5556 between 4-8.30pm.
- *GoldenEye*, *Duke Nukem*, *Turok*, *Wave Race*, *Mario Kart*. All for £140, will split. Call Asif (01633) 672166 after 9.30pm.
- *Mario*, *MRC*, *Mario Kart*, *Wave Race* and *Extreme G*. £25 each. Call 01508 494887.
- *Banjo-Kazooie* £30, *Fighters Destiny* £25, *Mario 64* £24, all boxed as new. Call James on 0116 2356 883 after 4pm.
- *1080° Snowboarding* £55 ono. PAL version imported from New Zealand. Mint condition. Call Adam or James on 01253 882081.
- Boxed SNES with two controllers and seven games: £100. Boxed Game Boy with five games, speaker amplifier: £30 ono. Contact Calum on 01494 564397.
- Issues 10, 13, 14, 16, 17, 18 and 19 of **N64** Magazine and 16 game guides, call Nick on 0181 517 7011.
- Will sell *Shadows*, *Mario Kart*, *Fighters Destiny*, all for £70 or £30 each. Telephone Kieran on 01534 601053.
- *Yoshi's Story* with instruction manual for sale £35 ono, good condition. Call 01296 581019.
- SNES with two joypads and eight classic games, including *Starwing*, *Zelda III* and *Pilotwings*. Cost £400 but only asking £95 ono. Preferably Cambridge area, call 01223 892232.
- *Mario Kart 64*, *Mario 64*, *Snowboard Kids* and *Top Gear Rally* £30 each ono. Call James on 01702 553247 (Essex area).
- For sale: N64, two official controllers, two memory cards, *FIFA 98*, *Top Gear Rally*, *Mario Kart*, *Wave Race*, *ISS Pro*, £180. Call 01442 381249 after 6pm.
- For sale: *GoldenEye* £35, *Snowboard Kids* £25. Both excellent condition and fully boxed with instructions. Call Sean on 01992 467644.
- *Yoshi's Story* £25 or swap for *Bust-a-Move 2*, *SOTE*, *GT64* or football game (except *FIFA 64*). Call Andrew on 01179 686646.
- Universal Adaptor, plays *1080°* and *F-Zero*, boxed and in mint condition. Call 01396 828895 and ask for Gavin.
- *Mario Kart 64* and *Blast Corps*, £40, also exchange *Mario 64* for Turok. Call Lee on 01977 518964.
- *GoldenEye* and *Mario Kart* to swap, will also sell, asking price £30 or over. Will swap for *Mystical Ninja*. Please call Ken on 0191 421 6737.
- *Lylat Wars* £30, Rumble Pak £10, *ISS64*, £30, each with original box and instructions. Call Alastair on 01663 746845 after 6pm.
- *Diddy Kong*, *Mario 64*, *GoldenEye*, *ISS64*, all for sale or swap for *Mario Kart 64*, *Fighters Destiny*, *Lylat Wars* or *Wave Race*. Call Marc on 01708 471 815.
- N64 with two controllers, memory card and five games including *GoldenEye*, save £70 on full price all boxed. £295 ono. Tel. 01493 384489.
- *Turok* for sale £25 and Gamester pad for £15 with controller pack. Call Craig 01522 828685.
- Huge retro collection for sale, most formats. Send SAE to: Nick Marshall, 11 Oaklands Rd, Froombridge, Tunbridge Wells, Kent TN3 9SB. Phone after 6pm on 01892 864523.
- *Super Mario 64*, still boxed, and in reasonably good condition, £30 ono. Tel. 01978 843554.

Top Gear Rally £35, perfect condition, or swap for *Diddy Kong Racing* with instructions. Call Jonathan or Paul on 0151 722 8003.

- *GoldenEye* and *Lylat Wars* (with Rumble Pak) for sale, £30 each, both boxed and with instructions. Ring Chris on 01273 689398.
- *Forsaken* with box and instructions £30. Call Tom on 01562 777865.
- *Forsaken* mint condition with box and instructions £30. Call Steve on 01704 565161.
- *Top Gear Rally* (PAL) £35 as new with instructions. Call Tom on 01209 861526.
- N64 games with no instructions or boxes. *San Francisco Rush* £30, *Mario 64* £20, *Diddy Kong* £28, unofficial pad £10. Will swap. Tel. 0181 292 3105.
- *Snowboard Kids* £27, *WCW vs NWO* £32. Will swap either for *ISS '98*. Tel. 0191 285 0895.
- *Diddy Kong Racing* (PAL) hardly used and with booklet £38 or £35 with issue 18 of **N64**. Call Ben on 01277 823932.
- *Diddy Kong Racing* £25 – £30 with instructions and box. 8Mb memory card £10, *Snowboard Kids* £32. Tel. 01925 75564.
- *Rise of the Robots* for sale, £5. Call Ricky on 01661 822959.
- *FIFA: RTWC* and *Fighters Destiny*, both boxed, with instructions, as new. £35 each, no offers. Call Martyn on 01942 492079.
- Find out where it all began, the N64's grandfather the NES! Large collection of carts, send SAE to N. Marshall, 11 Oaklands Rd, Froombridge, Tunbridge Wells, Kent TN3 9SB.
- *ISS64* for sale £30 ono, with instructions and a slightly damaged box. Plus cheats if required. Call Olly on 01392 257070.
- *Mystical Ninja* almost new – hardly used, mint condition cost £60. Accept £40 ono. Call Alan on 0161 345 2324 or e-mail kbroad2294@aol.com
- *Mischief Makers* for £25. In excellent condition and boxed. Call 0181 886 2171, and ask for Mark (weekends only).
- *Killer Instinct Gold* £20, Aura Interactor vest £15. Phone 01295 670433.
- *Cruis'n USA*, boxed, perfect condition, £15 or swap for something. Call Richard on 01883 626996. After 5pm weekdays.
- *Mario 64*, *Mario Kart* and *Wave Race*, excellent condition, £35 or less each. Part exchange any of them for *F1 World GP*. Call Justin on 01707 391001 or e-mail justin-jones@dial.pipex.com.
- Japanese N64 for sale with 12 games including *F-Zero X* and *Banjo-Kazooie*, four joypads, two rumble paks, three memory cards. £475 ono. 0118 9832955.
- Manga videos for sale, starting from £2.50. For more details contact David at 3 Gladstone Close, Chellaston, Derby, DE73 1RR. SAE would be appreciated.
- *NHL Breakaway* £25, *GoldenEye* £30. Please phone Guy on 01189 723834.
- *Fighters Destiny* £30, *GoldenEye* £30, *ISS64* £29, *Wayne Gretzky '98* £28. *Wave Race* missing instructions, £25, swap for *NBA Courtside*. All games PAL. Call Manjit on 01815 706393.
- *FIFA 98: RTWC* (PAL) £30 ono. Fully boxed with instructions, as new. Call Donald on 01631 730433 (evenings only, please).
- *Shadows of the Empire* for sale £30 ono or swap for *WCW vs NWO*. Also *GoldenEye* £35. Ring Kevin on 01454 857509 after 5pm.
- PAL games: *Pilotwings*, *Fighters Destiny* and *Blast Corps*, £35 each. Call Tim on 01332 862277.

GO! GO!



- *Lylat Wars, Pilotwings, Mario Kart*, £30 each, £50 for two or £70 for all three. In top condition, contact Sam on 01692 536444.
- *Mario Kart, Wave Race, WCW vs NWO, GoldenEye, Top Gear Rally, Killer Instinct, Turok, Mortal Kombat 3, ISS64, Duke Nukem, Blast Corps*, £30 each or all in good condition £30 each or £275 for the lot. Tel. 0956 808253 after 6pm.
- *Mario 64, ISS64* and *FIFA '98 RTWC*, for sale £30 or will swap for *Mario Kart 64, Fighters Destiny* or *Goemon*. Offers welcome, call 01332 691938.
- LX4 steering wheel, boxed as new, never used, still in packaging, worth £70 but will sell for £40. Nathan Corfield, 7 Caldicot St, Newport, S. Wales, NP9 0FS.
- USA games for sale, *Starfox 64, Top Gear Rally*, £25 each. *Blast Corps* £20. SNES *FF III* £30. Call Andrew on 0171 386 5187.
- *Top Gear Rally* for £30, ring Ben on 0181 467 8934. Will also swap *TGR* or *Snowboard Kids* for *Wetrix* or other game.
- US *Hexen* £10, excellent condition, or swap for any English game. Contact Paul on 01762 882971 after 4pm.
- *Mario 64, Banjo-Kazooie, Diddy Kong Racing, Lylat Wars*, £25 each, £50 for two. Call Dan on 01849 433208.
- *Extreme G* for sale. Excellent condition, boxed plus instructions £20. Call Chris on 01255 431574.
- *Mystical Ninja* on N64 £35 ono, or swap for *World Cup '98*. Buyer to collect. Contact 0181 546 5215 and ask for George.
- *Banjo-Kazooie* new, accept any offers above £35, highest bid wins. Send name and details to K. Cheung, 12 Blairderry Rd, Streatham, London, SW2 4SB.
- *Fighters Destiny* £25, *Mario 64* £20, Action Replay £20, controller pak £4, controller £10, all boxed as new. Call 01902 459788.
- SNES console, two controllers, *Mario Kart, Killer Instinct* for sale, £40. Call Simon on 0115 922 3175.
- *Fighters Destiny* for £30. Boxed, with instructions and in mint condition. Call Tariq on 0181 464 0404.
- *Turok* and *Chameleon Twist*, mint condition, £25 each or £40 for both. Ring Alex Seaton on 01932 341473.
- *SOTE, Snowboard Kids, Mario 64* £30 each. May swap. Call Charles on 01359 269769.
- *Mario 64* (120 stars) £20, *GoldenEye* with 007 mode £22, *Diddy Kong* totally completed £22, and there's more. Tel. 01952 608487.

GAMES TO SWAP

- Swap *MRC* for *Shadows, Snowboard Kids, Goemon* or any other offers. Contact Mark on 01535 675703.
- Will swap Mario 64 for Yoshi's Story. Call James on 01865 513063.
- I'll swap *Forsaken* (boxed) for *MK4*. Please call Tom on 01926 889807.
- I would like to exchange either *San Francisco Rush* or *FIFA 98* (mine) for *Wave Race* (yours). Please phone Cyril on 0171 235 7564.
- *Wave Race* for sale £35 ono, also will swap for *F1 World GP*. Call Rob on 01270 501641, after 4pm.
- I will swap *GoldenEye* or *FIFA 98* for your *NBA Courtside, Madden, NHL '98* or *NFL Quarterback 98* (good condition). Tel. 01253 855089.
- *Forsaken*, swap for *Wetrix, Banjo-Kazooie, F-Zero* (import) or *Top Gear Rally*. Will sell for £25. Must include box and instructions. Tel. 01423 358753.
- Will swap *ISS64* for *Yoshi's Story*. Call Gage on 01253 395655.
- I will swap *Snowboard Kids* with no manual for *Bust-a-Move 2*. Tel. 01628 477102.
- Swap *DKR* or *Mario 64* for *Goemon* (English only!). Can also swap for *Yoshi's Story*. Tel. 01692 404951.
- Will swap *Mario 64* for *Turok* or *GoldenEye* (all PAL). Call Aaron on 01232 814398.
- Will swap *Wayne Gretzky* for *MK Trilogy*. Boxed with instructions. Call Matthew on 01559 363339 after 5pm.
- Will swap *Duke Nukem 64* for either *Yoshi's Story* or *Fighters Destiny*. May also consider other games. Contact Tom on 01502 710750.
- Will swap *Multi-Racing Championship* for *Yoshi's Story* or sell for £30. Call Danny on 01405 815603.
- Will swap *Pilotwings* for *Fighters Destiny* or best offer. Tel. 01294 211991 and ask for Richard.
- I will swap my *Tetrisphere* for *Goemon, Banjo-Kazooie, Turok* or any other games considered. Phone Steven on 0115 9176569.
- Will swap *Star Wars* for *Killer Instinct Gold, San Francisco Rush, Snowboard Kids, GoldenEye*, or any other games. Contact Chris on 01702 331961.
- I will swap *ISS64* for *FIFA: RTWC 98* with manual and box. Phone 01993 842147 and ask for Joe. Oxford and Swindon area only.
- I want to swap *Wave Race* or *Star Wars*. Will consider any games, please call 01464 438306.
- I'll swap *Killer Instinct Gold* for *WWF Warzone, Pilotwings* or other reasonable offers (not *Clayfighter*). Call Ross on 01241 431172. May sell.
- *Super Mario, Turok, Forsaken* available to swap for *Goemon, Pilotwings, Wave Race* or *TGR*. Call Darren on 01348 840 467.
- Will swap *Banjo-Kazooie* for *WWF Warzone* or sell for £35. Call David on 01904 781596, after 4pm weekdays.
- Will swap my *Pilotwings* or *Mischief Makers* for *Bust-a-Move 2*. Call Simon on 0956 893936.
- Would anyone swap my copy of *Wetrix* or *Banjo*? I will consider any games. Call Daniel on 01234 404153.
- *Banjo-Kazooie* £35, *Blast Corps* £30 or swap for *Mystical Ninja* or *Silicon Valley* (when it comes out). Phone Dennis on 01375 375884.
- Will swap *Goemon* or *FIFA 98* for either *WCW vs NWO* or *Fighters Destiny*. Tel: 01159 162541.
- Swap N64 *Top Gear Rally* for *Snowboard Kids, Extreme G, Lylat Wars, Iggy's Reckin Balls, World Cup '98* or anything good for N64. Call James on 01823 660923.
- *Yoshi's Story* for sale £25, great condition or swap for *1080°, F1 World GP, WWF Warzone, Mission: Impossible* (all have to be PAL). Jon 01480 474894.
- Would you like to own the 90% whopper *Mystical Ninja*? Will swap for *Snowboard Kids* or *Fighters Destiny*. Phone Anthony on 0161 491 3946.
- I have *World Cup 98* and will swap for *Diddy King Racing* or sell for £30. Call Mitch on 01582 668999 between 5.30pm and 8.30pm.
- Swap my *Lylat Wars* or *Mystical Ninja* for your *GoldenEye*. Must be PAL version and with box and instructions. Call Robert on 01203 302043.
- Will swap my *Snowboard Kids* for *GT64* or *WCW vs NWO* or will sell for £25 or best offer. Phone 01875 614822 and ask for Andrew.
- Very good condition *Mystical Ninja* to swap for *Forsaken, Blast Corps, Pilotwings* or *Extreme G*. Tel. 0181 567 6958.
- Swap my *Fighters Destiny* or *Diddy Kong Racing* for your *Yoshi's Story* or *Mystical Ninja*. PAL only. Call 01766 810209 and ask for Rich.
- *Pilotwings* good condition, will swap for *Lylat Wars*. Call 01222 670975 and ask for Rhys.
- I will swap *Turok* for *Blast Corps*. Phone Ben on 01389 841052.
- Swap *Snowboard Kids* or *NHL Breakaway 98* for *Lylat Wars, Yoshi's Story, Mystical Ninja* or *Top Gear Rally*. Call Lewis on 01242 574344.
- I have *Lylat Wars* with Rumble Pak, *FIFA: RTWC, Madden 64* and *Mario 64* to swap for *Mischief Makers, Goemon, Banjo-Kazooie* or *WWF Warzone*. Will swap one-for-one or sell mine for £30 each. Phone Kevin on 0181 599 9306.
- I want to swap *Mario 64* or *Nagano Winter Olympics* for *GoldenEye* or *Mission: Impossible*. Games are in good condition but unboxed. Ring 0191 266 7802.

FANZINES

- Challenge Sixty-Score Magazine, issue 1 with free badge. Only 75p! It reveals Turok level 0. Call 01703 601106 and ask for Robert.
- CS-SM subscription only £10. Free gifts! A1 poster! Free Record Pack for your record sheets. 12 issues, good quality. Quick, call 01703 601106.
- Wanted – top times for new fanzine. Fanzine will include times and challenges. Send to Simon Tribber, 890 the Crescent, Ablington, Nr Salisbury, Wilts, SP4 8J2 for info.

HELP WANTED

- Help! Where are the Challenge Points on Xizor's Palace in *Shadows of the Empire*? Write to John Lucas-Herald, 96 Ravelston Dykes, Ravelston, Edinburgh, EH12 HB.
- Wanted: NTSC user in or around the Milton Keynes area to swap USA games. Tel 01908 569634 anytime.

N64 MAGAZINE READER ADVERTISEMENT FORM

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I wish my ad to go in the following section (please tick)

- ☐ Games for Sale
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- ☐ Games to Swap
- ☐ Fanzines
- ☐ Penpals
- ☐ Help Wanted

THE RULES

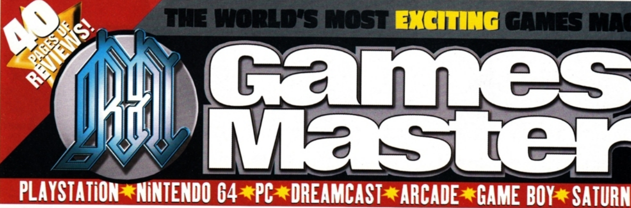
Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

I have read and understood the conditions for the inclusion of this free reader ad.

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Please write your ad in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

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PLAYSTATION ✶ NINTENDO 64 ✶ PC ✶ DREAMCAST ✶ ARCADE ✶ GAME BOY ✶ SATURN



Look out for the GOLD-WRAPPED CHRISTMAS SPECIAL



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Awesome sequel alert!

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Your essential guide!

EXCLUSIVE!
SOUTH PARK
LAUGH, SWEAR, DIE IN OUR KENNY-KILLING PREVIEW!

FREE! GIANT POSTER

FREE! DREAMCAST 16-PAGE PREVIEW MAG!

✶ CHRISTMAS ISSUE ON SALE THURSDAY 26th NOVEMBER 1998 ✶

DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

WE HATE EVERYONE 64

Pro Soft | *£Who cares?* | N64 23 ● 12% ● AL

We hate this game. It stinks. Why are you even reading this? You know we're only going to slag it off. Even though it pays our wages.

After you've completed the game, take the box and smash it squarely onto the edge of a table so that the edges break. Also remember that our heads aren't somewhere dark. Great!

The game's name
Its publisher
A summary of our review
The best tip or cheat, and any issues that we've done guides
How much it costs
The issue we reviewed it in
Score
The reviewer's initials (see next door)

N64 reviewers

JA =	James Ashton	JB =	Jes Bickham
JD =	Jonathan Davies	TT =	Tim Tucker
MH =	Marcus Hawkins	ME =	Max Everingham
TW =	Tim Weaver	DM =	Dean Mortlock
WO =	Wil Overton	JP =	James Price
ZN =	Zy Nicholson	SJ =	Steve Jarrat
JS =	Jon Smith	MK =	Martin Kitts
JN =	Jonathan Nash	MG =	Mark Green

UK Games DIRECTORY

1080° Snowboarding

Nintendo | *£40* | N64 21 ● 89% ● MK

Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through. Great.

Crystal 'boarder: win race mode under the expert difficulty level and finish better than all the EAD scores. Now select Akari Hayami, hold Left-C and press A.

Aero Fighters Assault

Konami | *£55* | N64 16 ● 58% ● MK

Good in spells, but flawed and disappointing at length, *AFA* feels realistic enough but is too dull, too often.

To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

Aero Gauge

ASCII | *£55* | N64 17 ● 10% ● MK

A real stinker of a *Wipeout* clone with game-affecting pop-up, cheating computer opponents, and terrible controls.

If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

All Star Baseball

Acclaim | *£40* | N64 19 ● 84% ● TW

A meticulously realistic baseball sim, with excellent hi-res graphics and ultra-detailed gameplay. The Americans adore it.

Enter ATEMYBUIK at the cheat menu and choose Alienapolis as your stadium. Let the abductions begin!

Automobili Lamborghini

Titus | *£50* | N64 10 ● 67% ● TW

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.

Banjo-Kazooie

Nintendo/Rare | *£50* | N64 18 ● 92% ● JA

Rare's mastery of the N64's hardware is once again demonstrated in this vast, stunningly beautiful, and supremely playable *Mario*-alike.

At any time in the game, go back to Banjo's house and look at the pictures on the walls to access a cheats sub game.

Bio Freaks

GT | *£50* | N64 20 ● 76% ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front. Fun for a blast every now and then.

During a fight, hold Left on the D-pad and press start to switch to a first-person view.

Blast Corps

Nintendo/Rare | *£50* | N64 5 ● 88% ● JS

Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

Full Blast Corps guide in N64/8. ● Double Game Guide + on the cover of issue 16.

Body Harvest

Gremlin | *£40* | N64 22 ● 91% ● TW

Brilliant alien shoot-'em-up with stacks of bug-pummelling, tonnes of vehicles to pelt about in and the biggest worlds on the N64.

Tactics... when facing off against a boss, the best tactic is to be in a vehicle. Failing that, keep circling them. This prevents them getting a lock-on.

Bomberman 64

Hudson/Nintendo | *£50* | N64 8 ● 50% ● ZN

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.

Have a gander at Zy's review in N64/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any.)

Bomberman Hero

Nintendo *£40* N64 21 ● 66% ● TW

Uninspiring 3D adventure, but strangely compulsive at times. Up against Banjo, mind, it looks a tad tired. And there's no multiplayer.

When using Salt Bombs, remember that, when they detonate, they have to be directly on top of the slugs (the only enemy they'll work with). Otherwise they're useless.

Buck Bumble

Ubi Soft *£50* N64 20 ● 70% ● JP

Dodgy graphics and unconvincing controls, but not the worst shoot-'em-up we've ever played. Try before you buy.

On the D-pad push Left, Right, Up and Down and hold for two seconds. Then push Right, Right, Left and Left for infinite weapons.

Bust-a-Move 2

Acclaim *£40* N64 17 ● 80% ● JA

Don't be put off by its dodgy graphics. One of the best puzzle games in the world, and certainly the finest so far on the N64.

Cancel all engagements for the next month or so, prepare yourself a selection of snacks and barricade yourself in. This'll eat up your time like no other game.

Chameleon Twist

Ocean *£60* N64 10 ● 70% ● JD

There are thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not that hard.

When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.

Clayfighter 63⅓

Interplay *£50* N64 9 ● 24% ● JB

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

Chopper Attack

GT *£50* N64 20 ● 81% ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition, and with good replay value.

On the 'press start' screen, press Top-C seven times to access the hidden level select option.

Cruis'n USA

Nintendo *£35 too much* N64 13 ● 24% ● TW

Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.

Cruis'n World

Nintendo/Midway *£40* N64 20 ● 38% ● TW

Why Nintendo chose to put their name to this appalling sequel to one of the N64's worst games is a mystery of Area 51 proportions.

Get more than 20 points on championship mode and you can change the colour of your car with the L and R buttons.

Dark Rift

Vic Tokai *£60* N64 9 ● 69% ● JD

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

Diddy Kong Racing

Nintendo/Rare *£50* N64 10 ● 90% ● JA

This game is huge (40 tracks), a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!". ● Guides in ***N64****/11, 13 & 14 and Double Game Guide + no 1.*

Doom 64

GT *£60* N64 7 ● 77% ● JA

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. ● Other tips in the review, ***N64****/3&7.*

Dual Heroes

Bitwave/Hudson *£55* N64 17 ● 50% ● MK

Stashed full of innovative features, like the ability to train the computer to fight in your style. Sadly it's ruined by some terrible AI.

To beat the CPU in an open arena, use the Z button to run around him at the edge of the platform, confusing him into falling off the edge.

Duke Nukem 64

GT *£55* N64 10 ● 85% ● TW

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. ● Cheats in issue 15.

Extreme G

Acclaim *£60* N64 9 ● 87% ● TW

Never likely to displace *Wipeout 2097* as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in ***N64****/12.*

F1 Pole Position

Ubi Soft *£60* N64 7 ● 71% ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.

F-1 World Grand Prix

Nintendo/Paradigm *£50* N64 20 ● 93% ● JA

Astonishingly realistic, visually stunning racing sim that really shows off the power of the N64. This *is* Formula One.

Select an exhibition and change D. Williams' last name to Vacation to access the secret Hawaii circuit.

FIFA 64

Electronic Arts *£60* N64 2 ● 39% ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

FIFA '98 The Road to the World Cup

Electronic Arts *£60* N64 10 ● 83% ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the World Cup '98 version.

Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in ***N64****/13 and Double Game Guide + no. 3.*

GO! GO!

Fighters Destiny

Ocean | £55 | N64 13 ● 86% ● JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, our *Tekken*.

Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in N64/14.

Forsaken

Acclaim | £60 | N64 16 ● 87% ● MK

A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

To open up an alternative route, try tearing through the first level in under two minutes 30 seconds.

F-Zero X

Nintendo | £40 | N64 22 ● 91% ● JP

The fastest racer on Earth, and one of the most exhilarating four-player experiences you can buy. Fast, strong and very, very long.

Complete all four Cups on all four difficulty levels to access the fifth, secret competition: a completely random track generator.



GASP!!

Konami | £40 | N64 22 ● 47% ● TW

A stinky old fighter, sneaked out without anyone noticing. Or so Konami thought. We sprang out on it and punched it in the face.

Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno. Of course not.



Gex 64: Enter the Gecko

GT | £40 | N64 21 ● 59% ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average. Good enough in parts but never outstanding.

Think about this: Mario 64. Banjo. Mystical Ninja. Aaaaand goodnight...

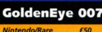


Glover

Hasbro | £40 | N64 21 ● 83% ● MK

An inspired, superbly odd idea – where players control a glove and a ball – turns out to be a stonking, but hard, 3D adventure.

Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C to play the game through a Fisheye Lens.

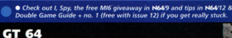


GoldenEye 007

Nintendo/Rare | £50 | N64 9 ● 94% ● TW

Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

● Check out I, Spy, the free MI6 giveaway in N64/9 and tips in N64/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.



GT 64

Ocean | £55 | N64 17 ● 67% ● TW

Handles reasonably well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for. Nice initials, mind you.



Winning the championship in 24 laps-per-race mode will allow you to play the secret track.



Hexen

Midway | £60 | N64 5 ● 69% ● JD

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

Iggy's Reckin' Balls

Acclaim | £40 | N64 19 ● 56% ● MK

This puzzle offering from Iguana looks nice but plays blandly. Push left or right and watch the CPU opponents win every time. Dull.

At the start screen, open the cheat screen by pressing R and Z. Now, type THEUNIVERSE for all worlds and HAPPYHEADS for all characters.

Int. Superstar Soccer 64

Konami | £60 | N64 3 ● 92% ● TW

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in N64/4 & 14.

ISS '98

Konami | £40 | N64 20 ● 92% ● MK

Enhanced and updated from the original game and, now more than ever, the finest football game in the world.

If the computer is calling tactics for you, follow them as closely as possible for the best results.

Killer Instinct Gold

Nintendo/Rare | £55 | N64 3 ● 62% ● MH

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in N64/1 and in the review in N64/3.

Kobe Bryant in NBA Courtside

Nintendo | £40 | N64 18 ● 90% ● MK

Fluid gameplay, sharp graphics, and a very simple control system make *NBA Courtside* the best ever basketball game.

Hold L whilst selecting a pre-season game to activate the three, secret super teams.

Lylat Wars

Nintendo | £60 | N64 8 ● 91% ● JN

Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.

Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in N64/8 and N64/9 and Double Game Guide + no. 2 (free with issue 13).

Mace: The Dark Age

GT | £60 | N64 9 ● 81% ● JB

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.

Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.

Madden 64

Electronic Arts | £55 | N64 10 ● 92% ● TT

The *Madden* series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

Mario Kart 64

Nintendo | £50 | N64 4 ● 91% ● JD

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in N64/4 and Double Game Guide + no. 2 (with issue 13).

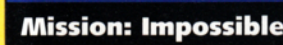


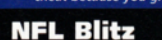
Mischief Makers

Nintendo/Treasure **£50** **N64 8 ● 90% ● JB**

It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

*Check out our extensive guide to making mischief mischievously in **N64**/12. You won't regret it. Nosiree.*





Mission: Impossible

Infogrames **£55** **N64 19 ● 75% ● TW**

After years of waiting, horrendous AI, a clunky engine and jerky controls lets *Mission* down badly. Promising, but poorly executed.

Remember to continuously access your objectives as, throughout a single mission, they can change, and be added to, without prior warning. Nasty, that.

MK Mythologies

GT **£Too much** **N64 11 ● 9% ● JD**

Disturbingly bad, this could only be less enjoyable if it squirted sulphuric acid into your face. Hate it till you can hate no more.

Creep along in that sideways spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

Mortal Kombat 4

GT **£50** **N64 20 ● 84% ● JP**

Figures suggest that 97.4% of the world's population has, at one time or another, played a version of *MK*. This one's the best yet.

On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.

Mortal Kombat Trilogy

GT **£60** **N64 1 ● 34% ● TW**

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

*For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.*

Multi-Racing Championship

Ocean/Imagineer **£55** **N64 8 ● 71% ● JD**

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with *Top Gear Rally*, it's also far too easy.

*Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.*

Mystical Ninja starring Goemon



Konami **£60** **N64 14 ● 90% ● TW**

There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

*Check out the review in **N64**/14 and a complete walkthrough of the game in **N64**/15 and 16.*

Nagano Winter Olympics

Konami **£65** **N64 12 ● 32% ● JD**

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all supremely boring. Still, if you're having trouble sleeping…

To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NBA Hangtime

GT **£65** **N64 6 ● 52% ● JS**

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

*Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.*

NBA Pro '98

Konami **£55** **N64 14 ● 71% ● JP**

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you *really* like basketball?

The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

NFL Blitz

GT **£40** **N64 22 ● 87% ● MK**

Arcade-style American Football – and all the better for it. Quick, unbroken play with plenty of scraps and a customisable Play Editor.

At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.

NFL QuarterBack Club '98

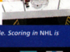
Acclaim **£50** **N64 10 ● 86% ● TT**

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

When you're on the fourth and down, try getting your, erm, you're… (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver… Oh, whatever.

NHL Breakaway





Acclaim **£60** **N64 14 ● 62% ● DM**

Little excitement and a dearth of originality. There's nothing here that hasn't been done better in *Wayne Gretzky*.

Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.

NHL 99

EA **£50** **N64 22 ● 74% ● JP**

Good ice hockey but not great ice hockey. *Wayne Gretzky* offers a faster, more playable rink-based experience. Buy that instead.

When attacking, try to get as close to the opponents goal as possible. Scoring in NHL is much harder than in Wayne Gretzky, particularly from a distance.

Olympic Hockey Nagano '98

GT **£50** **N64 15 ● 60% ● MK**

Cheap, cynical cash-in on an event that generates only total indifference in the UK. The proper Gretzky games are much better.

*Check out **N64**/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

Pilotwings 64

Nintendo **£50** **N64 1 ● 89% ● TW**

A supreme example of how to harness the N64's immense potential. Up, up and away.

The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

Quake 64

GT **£60** **N64 15 ● 79% ● JP**

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.

Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

Rakuga Kids



Konami **£40** **N64 22 ● 80% ● MK**

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up. Far too cute for its own good, but fun nonetheless.

If you press the Right shoulder and then press Forward or Away from your opponent, your character will produce his or her Magic Move.

GO! GO!

Rampage World Tour

GT *£40* N64 16 ● 54% ● MK

This conversion of the age-old arcade classic is fun and brings back fond memories. But, ultimately, it's an expensive and limited outing.

To achieve the highest total of points, jump up on top of the buildings and knock them down to the ground.

Robotron 64

GT *£50* N64 12 ● 75% ● JN

An entertaining update of the classic arcade shoot-'em-up, but it's more than a little repetitive if you're not a committed retro fan.

On the options screen, enter the following code to activate Game Boy mode: Up, Down, Right, Left-C, Down, Up, Left, Right-C, Up, Down.

San Francisco Rush

GT *£60* N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air, multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

Shadows of the Empire

Nintendo/LucasArts *£55* N64 1 ● 78% ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

To see the end sequence, enter your name as _Credits (case sensitive). ● *Challenge Point guides in N64/2 and N64/3.*

Silicon Valley

Take 2 *£40* N64 22 ● 91% ● MK

The most original console game ever doubles up as a breathtakingly clever and supremely playable platformer-cum-adventure. Essential.

On the 'monkey swinging' section on Jungle Doldrums, push the Jump button twice and you get extra distance on your leap. Handy!

Snowboard Kids

Nintendo/Atlus *£40* N64 14 ● 86% ● JA

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● *There's a complete guide and a list of special moves in N64/15.*

Starshot: Space Circus Fever

Infogrames *£40* N64 22 ● 68% ● JP

Visually appealing, *Space Circus* is, nevertheless, a by-the-numbers 3D platformer that's been pre-dated by the much better *Banjo*. Pity.

Pause the game and in the menu select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A for the Warp mode.

Super Mario 64

Nintendo *£50* N64 1 ● 96% ● ZN

Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

Loads of tips in our review in N64/1. ● *'20 most-asked questions', N64/1, N64/2. Guides in N64/2, N64/3, N64/4, N64/5.* ● *Double Game Guide + no. 4 (free with issue 15).*

Tetrisphere

Nintendo *£40* N64 13 ● 69% ● SJ

Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

Top Gear Rally

Nintendo/Boss *£55* N64 8 ● 86% ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● *Game tips in the review N64/8.*

Turok: Dinosaur Hunter

Acclaim *£40* N64 1 ● 91% ● TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● *Cheat listing Tips Extra N64/2.* ● *Key-finding guide in N64/2.* ● *Game Guide + issue 16.*

Turok 2: Seeds of Evil

Acclaim *£40* N64 21 ● 95% ● TW

A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase this winter.

As soon as you access the Shotgun, aim for enemies' heads in order to take them down quickly. Anywhere else, and they'll keep attacking you.

V-Rally 99

Infogrames *£40* N64 22 ● 90% ● JA

Finally, the N64 gets an 'arcade' racer to compete with the PlayStation's best. Fast, furious, and freaking hard, *V-Rally* is terrific.

See the tips in this very issue.

Wave Race 64

Nintendo *£55* N64 2 ● 90% ● ZN

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● *Double Game Guide + no. 3 (issue 14).*

Waialae Country Club Golf

Nintendo *£40* N64 21 ● 49% ● TW

It's golf, but golf that looks like it's been through a meat processor. Abysmally digitized golfers and the same old control system.

On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar. Especially important with green shots. Remember this, Daniel-san.

Wayne Gretzky's 3D Hockey

GT *£65* N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

Loads of tips in Tips Extra N64/5. ● *For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.*

Wayne Gretzky's 3D Hockey '98

GT *£60* N64 16 ● 70% ● MK

A good ice hockey game but, when all's done and dusted, is it really different enough to *Gretzky* mark one to warrant buying? No.

To access a cunning sub-game, where the ice hockey players scrap each other, keep fouling the same opponent.

WCW vs NWO: World Tour

T•HQ *£55* N64 12 ● 70% ● TW

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken* though.

Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

Wetrix

Ocean | £40 | N64 15 ● 74% ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains. It's better than *Tetrisphere* but, ultimately, lacks variety.

To prepare for bombs falling, build a raised area in the right corner of the screen. When a bomb appears, drop it in this safe zone, returning to make repairs later.

WWF Warzone

Acclaim | £50 | N64 19 ● 85% ● MK

A fantastic fat-fest with high-res visuals, plenty of fighters, TV-chucking and a brilliant Create-a-Player mode. Best wrestling ever!

On the character biography screens, push down on the analogue stick to select the wrestlers alternative uniforms. You can also rotate them like this.

World Cup '98

EA | £60 | N64 16 ● 73% ● JA

FIFA as *FIFA*'s always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.

Yoshi's Story

Nintendo | £50 | N64 15 ● 86% ● TW

Surprisingly, a Nintendo game that lacks some ingenuity and longevity. But it's amazing to play and beautiful to look at.

To find the white Yoshi, work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble. Voilà!

Recommended web sites

Where've N64 Magazine been pointing their web browsers this month? It's all revealed here...

IGN
ign64.ign.com
In its various guises this has always been the best N64 website around. It was disastrously redesigned, with an underpowered server, meaning that it could take upwards of 15 minutes to load a single page, but thankfully things are much quicker now. You'll find plenty of cheats and tips here, reviews of every US game, and regular features and downloads. Best of all is the excellent news and previews section, which is updated daily and includes stacks of screenshots and movies.



Read all about it! Daily news updates on IGN.



The amazing Archive o' Tat.

Zelda: The novel. What on earth next?

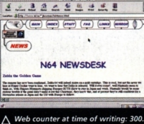
Videogames.com
www.videogames.com
A slick and professional site, which differs from IGN in that it includes information from every different games system on the same page. There's also a retro section, with a round up of the best bargains to be had for collectors of gaming memorabilia, and a list of cheap games to avoid in which *War Gods* and *MK Mythologies* feature prominently. It's a bit of a slow one to load, and it'll bombard your computer with advertising cookies, but it's definitely worth the wait.



Wow! This bloke knows everything!

It's a Yank site, so there's lots of rasslin'.

HyperCookie Online
http://www.iol.ie/~jbowman/index.html
From **N64** reader Big J comes an online fanzine, which we would have featured in Fanzine Farm if Daisy hadn't sat on the farm PC and gummed up the keyboard. HyperCookie is a multi-format webzine, which is nice for those of us who own more than one machine. There's some artwork, some reviews, a smattering of news, and the like. It's very quick to load, so why not stop off there for a few minutes and give Big J's web counter a much-needed boost.



Web counter at time of writing: 300.

Import Games DIRECTORY

Game	Publisher ● Issue ● Score ● Reviewer	UK release	Verdict
64 O-SUMO	Bottom Up ● 11 ● 90% ● ME	Unlikely	Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat-fest.
AIR BOARDER 64	Human ● 16 ● 62% ● TW	August	An unusual and quirky little game, but there's no proper objectives and no real challenge. Looks great, plays boringly.
ART OF FIGHTING TWIN	Culture Brain ● 12 ● 78% ● DM	TBA	A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.
AUGUSTA MASTERS '98	T&E Soft ● 14 ● 47% ● JP	TBA	Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.

BOMBERMAN B-DAMAN	Midway	18	76%	JP	UK release Autumn	Graphically impressive beat-'em-up that'll delight most casual players, but is more likely to disappoint *SF2* purists.
CHORO Q 64	Takara	20	56%	MK	UK release Nov	Painfully slow clockwork racer with a decent enough track designer, but a total lack of speed-based thrills. Tedious.
DENRYU IRAIRABOU	Hudson	12	65%	JN	UK release Ha! No	*Denryu* is a console-based version of the game at fetes with the copper stick and wire. It's up to you.
DEZAEMON 3D	Athena	19	82%	MK	UK release Unlikely	A complete shoot-'em-up development kit stuffed onto a cart. Tricky, but great fun.
DORAEMON	Epoch	2	60%	TW	UK release No	A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.
FAMISTA 64	Namco	11	68%	TW	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.
THE GLORY OF ST. ANDREWS	Seta	1	58%	TW	UK release No	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
JANGOU SIM MAHJONG DO 64	Video System	7	69%	JD	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in *ker-razy* Japan.
J-LEAGUE DYNAMITE SOCCER	Imagineer	8	66%	TW	UK release No	What chance has a sprite game in a world with *ISS64*? This is incredibly basic but persevere and you might get some joy.
J-LEAGUE ELEVEN BEAT	Hudson	10	52%	TW	UK release Nope	While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: *ISS64*.
J-LEAGUE PERFECT STRIKER	Konami	1	89%	TW	UK release Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
JEOPARDY!	Take 2	16	9%	MK	UK release Pray, no	Less a game and more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.
JIKKYOU WORLD CUP '98	Konami	18	91%	TW	UK release Now (as ISS '98)	*ISS '98* in all but name, this Japanese version boasts an official World Cup '98 licence. And it's still the best footie game around.
KING OF PRO BASEBALL	Imagineer	1	68%	TW	UK release No	The super-deformed players are entertaining for a while but the slow runners and super skilful CPU will eventually get you down.
MAH JONG 64	Konami	1	69%	WO	UK release No	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
MAH JONG MASTER	Koei	3	65%	JD	UK release Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.
MAJOR LEAGUE BASEBALL	Nintendo	18	74%	MK	UK release No	Fast paced baseball action with players who must have fallen out of the ugly tree, hitting every branch on the way down.
NASCAR	EA	22	59%	NG	UK release November	Snore-inducing racer with old Ford Cortinas bombing round circular tracks until you fall asleep and crash. Utterly dull.
OFF ROAD CHALLENGE	Midway	19	21%	JA	UK release September	Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.
PACHINKO WORLD 64	Hewia	13	12%	TW	UK release Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
POWER LEAGUE 64	Hudson	7	42%	JA	UK release No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
POWER PRO BASEBALL 4	Konami	3	54%	TW	UK release No	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.
POWER PRO BASEBALL 5	Konami	17	78%	MK	UK release No	Improved again with a tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.
PUYO PUYO SUN 64	Compile	10	80%	ZN	UK release Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
QUEST 64	T•HQ	18	71%	JP	UK release August	The N64's first proper RPG is enjoyable but lightweight. The battle system is good, but the rest looks rather unfinished.
SIM CITY 2000	Imagineer	13	83%	JP	UK release TBA	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version, soonish.
STAR SOLDIER	Hudson	19	72%	MK	UK release TBA	Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.
SUPER ROBOT SPIRITS	Banpresto	20	63%	MK	UK release No	The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.
SUSUME! TAISEN PUZZLE DAMA	Konami	15	78%	TW	UK release TBA	Another N64 *Puyo Puyo* game but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.
TAMAGOTCHI WORLD 64	Bandai	12	79%	JN	UK release Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
TOKON ROAD	Hudson	12	49%	DM	UK release No	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.
TRUMP WORLD	Bottom Up	21	25%	MG	UK release No chance	Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.
VIRTUAL CHESS 64	Titus	18	76%	TW	UK release Out now	Just what your N64 has been waiting for – a top-class chess sim that means you'll never have to get beaten by Grandad again.
WHEEL OF FORTUNE	Gametek	11	17%	TW	UK release No	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
WONDER PROJECT J2	Enix	1	55%	WO	UK release Unilkely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.

NUMBERS NET

Phone numbers and Internet sites for companies with a Nintendo 64 interest.

N64 SITES

THE Games	(01703) 653377
Nintendo USA	www.nintendo.com
Nintendo Australia	www.nintendo.com.au
Nintendo Japan	www.nintendo.co.jp
Next Generation	www.next-generation.com
IGN64	www.ign64.com

SOFTWARE COMPANY SITES & NUMBERS

Acclaim	(0171) 344 5000
Japan	www.acclaim jp.com/
US	www.acclaimnation.com/
Argonaut	www.argonaut.com/
ASCII	www.asciient.com/
Atlus	www.atlus.com/
BMG	(0171) 973 0011
	www.bmg.com/
Boss	www.bossgame.com/
DMA Design	www.dma.co.uk/
Electronic Arts	(01753) 549442
	www.ea.com/
Gametek	(01753) 854444
	www.gametek.com/
GT	(0171) 258 3791
	www.gtinteractive.com/
GTE	www.im.gte.com/
Hudson Soft	www.hudson.co.jp/
Human	www.human.co.jp/
Imagineer	www.imagineer.co.jp/
Interplay	(01628) 423666
	www.interplay.com/
Konami	(01895) 585 3000
Japan	www.konami.co.jp/
US	www.konami.com
Midway	www.midway.com/
Namco Japan	www.namco.co.jp
US	www.namco.com/
Ocean	(0161) 832 6633
	odon.com/ocean
Paradigm	www.paradigmsim.com
Rare	www.rareware.com
Seta	www.seta.co.jp/
T•HQ	(01372) 745 222
	www.thq.com
Titus	www.titusgames.com/
Ubi Soft	(0181) 941 4004
	www.ubisoft.com/



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The fight for your pocket money is on: get a ringside seat in…



Issue **66** on sale **November 26**



Welcome

DR. KITTS' PSYCHIATRIC GAME CLINIC

Nurse Tim Weaver in attendance.

Ah, good afternoon. Come in do. The family well I trust? Good, good. Now, if you'd just like to take a seat on the couch over there. That's right. Lie back and relax. Good.

Now then, I understand you're a little worried about your gaming intake. It's a common concern – am I playing too much? Are my legs withering away due to lack of use? Was the last non-game image on my TV screen really that March 1982 episode of Crossroads? On the other hand, things might be the other way around – you worry that you don't know as much as you should about electronic entertainment, don't know your polygons from your sprites, your Megabits from your Megabytes. Relaaax. It's all going to be okay.

I'd like you to sit back and answer my questions as honestly as you can. There aren't any right or wrong answers but at the end of my questions, we'll have a clearer idea about who you really are. Are you ready? Then we'll begin.

to...

For each of my questions, circle the answer that most applies to you.

Q1 How important is *Zelda 64* to you?

A Zoltan 64?

B Sorry. This is the one with Lara Croft in, isn't it?

C Well, it's top of my Christmas list this year.

D Hello....? I can't hear you very well. The line's very crackly and Tokyo's very, *very* noisy. Don't make me lose my place in the queue. I've only got to wait a couple more weeks.

Q2 When someone asks you what the relationship between Mario and Daisy is, do you reply:

A "Phwooooar. Wink, wink..."

B "Mario... Mmm, that's the name of a game character, right?"

C "Well, they're both in *Mario 64*, I know that much."

D "There's no relationship, technically speaking. They're just friends. The connection comes with Mario always having to rescue Daisy from the evil clutches of lizard king Bowser."

Q3 How do you react when you lose to your friends at *GoldenEye*?

A You laugh.

B You smile.

C You swear.

D You maim.

Q4 One day, sitting around at work, one of your friends says: "I've heard that Akihabara is amazing. So bright, so colourful, such a buzzing atmosphere. I'd love to experience it." Do you say:

A "Yeah, that's definitely the most enjoyable Jewish festival."

B "Er, *Tekken 3*...?"

C "Isn't that some sort of games place in Japan?"

D "I'd love to go to Tokyo's Electronic Town. Just imagine: all the latest cameras and videos and every N64 game ever! I might even get to see Miyamo... I'll just go and clean myself up."

Q5 *Zelda*'s out. You ordered your copy SIX months ago and now you're on your way to collect it. But, when you get to the counter, the sales assistant seems confused, eventually denying that you placed an order for the game. In short, your name isn't on the list. Do you reply:

A "This *is* Top Man, isn't it?"

B "What? My name's not on there? I can't believe it! (Whisper) What game is it again?"

C "Hmm. That's strange, I definitely remember placing the order. Perhaps you could check again or, alternatively, call your Manager so we can discuss this in a calm, rational manner."

D "Use your eyes, Shambler!" (Sound of machine gun fire) "Can you actually even *read*?" (Screams) "I'll rip out your goddamned eyes, you sputnik!" (Distant sound of police sirens.)

Q6 You turn up at a public appearance by Shigeru Miyamoto. You shout out for him to sign your autograph book and he turns and scribbles his signature across the page. Do you say:

A "Not bad! I thought you were great in Enter the Dragon..."

B "Giving Lara big baps was a masterstroke..."

C "Cheers, Shigsy. My friends are going to be dead jealous..."

D "Can I... can I touch you...? (Sniff) Hmm, you don't smell how I thought you would..."

Q7 Two of your friends have PlayStations while two of them have N64s. During a night out at the local curry house, the subject of which is best comes up and one of the PlayStation owners says that Sony's machine has better games. A heated argument ensues. Do you:

A Use this as a perfect opportunity to tell them you forgot your wallet?

GO! GO!

B Nod learnedly and repeat the word 'polygons' at five second intervals to show that you know what they're talking about but sympathise with both sides?

C Suggest that the N64 has as many, if not more, truly top class games as the PlayStation?

D Suffocate him with some naan bread?

Q8 **You're wandering around Electronics Boutique when you overhear a young boy telling his Mum that *Turok 2* is the best game Nintendo have done since *Super Mario*. Do you:**

A Go up to the counter and ask the assistant for a Big Mac?

B Turn to the bloke next to you, wink knowingly, then repeat what the boy just said?

C Smile good humouredly to yourself?

D Go up to the boy, circle him making monkey noises, and repeatedly chant "Cr-cr-cretin!"?

Q9 **You lend one of your friends a limited edition *GoldenEye* cart (with all FIVE playable Bond characters on it). A couple of days later he tells you he accidentally stood on it while trying to clear out the utility room. Apparently, "the parts are all over the shop". Do you:**

A Tell him it doesn't matter. You nicked it the previous week during a ram raid in Twycross.

B Suggest he "tries putting the, uh, microprocessing... 'cosmolens' back into the, er, disc to maximise polygon count and gamesplaying... schmoo..."

C Make it clear that you are very annoyed but that, ultimately, his friendship is worth more to you than any game, limited edition or not.

D Run him over. And then reverse back over him.

Q10 **Whilst sitting around in the local YMCA, one of your friends says that *Mission: Impossible* is quite similar to *GoldenEye* and that "they're both equally good spy games". Do you:**

A Start telling them all the one about the guitar-playing badger?

B Agree, but then quickly disagree to be on the safe side?

C Take his point but admit that, as far as you're concerned, *GoldenEye* is far, far superior?

D Grab hold of him, violently shake him until he begins dribbling, and then pin him down and start checking his scalp for any sign of a 666 birthmark.

Q11 **You're watching Live and Kicking when Adam Aye comes on and begins 'reviewing' *Banjo-Kazooie*. He gives it 2/5 and calls it, "an average *Mario 64* clone". So, you decide to ring up to contest this and, eventually, get put through live on air to young Adam. Do you say:**

A "Zoe! Zoe! Let's make beautiful music together, baby!"

B "I can't believe what you said, Adam. It's... sorry, what was I calling about again?"

C "I'd have to disagree with you there, Adam. *Banjo* is much more than just a *Mario* clone..."

D "I've got a bullet. And it's got your name all over it... in blood. I'm watching you, Aye! I'm watching your house and your family and your stinking little rat face-" *Click. Brrrr.*



Q12 **You pop into Blockbuster and rent out a copy of *Body Harvest*. When you get it home, you open it up and find that it's not a copy of *Body Harvest* at all but, in fact, a tattered copy of *Mortal Kombat Mythologies*. You return to Blockbuster intent on a refund. Do you say:**

A "There must be a manufacturing problem. I tried putting it into my VCR and it didn't fit."

B "I'm telling you, I've been playing games for 25 years and this ranks amongst the best."

C "What a hideous little game. Can I please have *Body Harvest* now?"

D "Nobody move! I have 14 pounds worth of high explosive strapped to my chest. Give me *Body Harvest* or everyone walks out of here smelling of charred flesh. I mean it!"



DIAGNOSTICS

Mostly a's:

You're blissfully unaware that games even exist. I prescribe a course of **N64** Magazine back issues, one to be taken each evening. Repeat until knowledgable.

Mostly b's:

Games are the new 'britpop'. Or something. Fact is, they're mightily trendy and you need to gain some respect amongst your peers. So, by dropping some 'gamey' words into conversation it'll help you along nicely. This is a problem lots of PlayStation owners seem to suffer from, but they tend to recover once they have an N64 installed.

Mostly c's:

You know plenty about games and you've been playing them for years. Okay, so you don't know the ins and outs of Jaleco's output on the NES but you know a good game from a poor one and you're looking forward to *Zelda* and *Perfect Dark*. Sound of mind too. Nothing to worry about here.

Mostly d's:

Hmm, a touch of the Overton's here – or Chronic FuSoYaphrenia as we in the medical profession prefer to call it. They consume your time and your very soul. You know about every single release on every single format. However, some of the time this infatuation with the art of videogames could be construed as 'sociopathic'.



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Coming soon in...



THE LEGEND OF ZELDA OCARINA OF TIME

Don't miss issue 24 when we complete Zelda and offer our final verdict. Each member of the team will offer their opinions and, for those of you who want to look, we'll have our very first tips for what is, undoubtedly, the game of the year.



TIPPED!

Issue 24 sees the start of our enormous guide to Turok 2. Tips king Daniel Glenfield blows apart the year's premier blaster – don't let that alien filth get you down.



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- New I'm the Best challenges
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Plus! REVIEWED

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KIRATTO KAIGETSU

SAN FRANCISCO RUSH II

TOP GEAR OVERDRIVE

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MORE NEWS ON THE ALL NEW MARIO GAME, MARIO PARTY, AND WE MIGHT EVEN SQUEEZE IN SOME SHADOWMAN STUFF THIS TIME.

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Two more top N64 games get a thorough going over in our 12th Double Game Guide +. You won't find a find a better tips book anywhere.

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Another great mystery free gift. We're not telling you what it is, but we're pretty sure you'll find it an invaluable addition to your N64 set up.

NINTENDO 64 MAGAZINE OFFICIAL!

All magazine contents and free gifts subject to change.

The page where – spelling mistakes permitted – anything can happen.

What if...



△ Score a direct hit and the red polish really starts to fly.

◁ Cherry One calling base – I've got leather on my ass! I'm going down!

◁ Death to the Slip-on scum!

SELECT LEVEL
SLIP-ON BLOODBATH
SELECT YOUR CRAFT
COMFORTABLE

△ Don't let the 'comfortable' tag fool you – this baby has all the firepower you'll ever need.

Brogue Squadron

shoe-em-up

Brogue Squadron		
LUCASARTS		
Winter '98		1
US release Winter '98		

After the disappointment of *Chateaux of the Empire* – a misguided attempt to set a first-person shooter amongst the holiday homes of the French upper-middle classes – LucasArts are returning to more familiar ground with their latest N64 game, *Brogue Squadron*.

Who remembers the flight sections in *Chateaux* where players were given the task of taking out vital wine-making installations? Undoubtedly the best bits of the game, LucasArts have taken heed and decided to set *Brogue Squadron* entirely in the air. Except, of course, wineries aren't your prime objective anymore. Instead, it's the utterly evil grey slip-on.

Chief Programmer, Eddie Faark, explains: "We were aware that *Chateaux* didn't quite cut it. I think our biggest mistake was the fact that we were actively encouraging people to gun down French people inside their own homes. That alienated a huge portion of the market, particularly in France. But, good did come out of it. It sold particularly well in the UK."

Which is where *Brogue Squadron* comes in. Taking on the role of either tan, black or rouge-coloured Brogues, players must complete ten missions in all, comprising search and destroy objectives ('The Battle For Stead and Simpson'), kidnappings ('Shoe to kill') and all-out dog fighting ('Kill Frenzy in Russell and Bromley'). The levels have been specifically localised depending on where it goes on sale. So, the fifth section, 'Bloomingdale Basement Bloodbath', has been changed to 'Dolcis' Basement Bloodbath' for its UK audience, while Benelux will get the cleverly-titled, but no different, 'Clog! Clog! Clog Djerk Clog!'.

Faark is adamant the game will work this time: 'Who wouldn't want to pilot a size 11 tan? Of course, you can't measure fun with a goddamned pie chart, but we're pretty certain we're onto a winner, here. Everyone hates grey slip-on's – and, speaking personally, I think those people who wear them should be sentenced to death – so we've got a common enemy. A powerful enemy, sure, but the Brogue has the firepower to try its luck."

Brogue Squadron will be on sale as soon as the last British sponsor, Clarks (whose Wolverhampton store is the setting for 'We Don't Sell Odour Eaters') has been confirmed.

TIM WEAVER

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This issue on sale 26th November
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